What bothers me is that you could have something looking just as nice, with less polygons.
Having more polygons doesn't make it high quality, it only does if they have a good purpose.

Here's a tip:

The areas I have marked are places that should be less rounded. The curves on the SAM Site
could probably be left the same if Geno makes the corners of the base at right angles. Making the
corners rounded makes no sense at all, plus they mess up the texture. I think they'll be way better
off less rounded.

Doing this will reduce the polycount to probably 600 - 700, which is OK. Now for that texture.
:rolleyes: