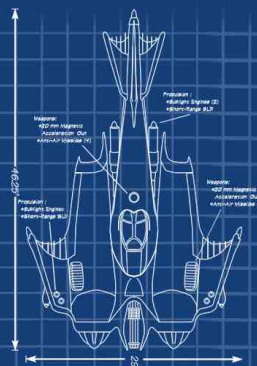


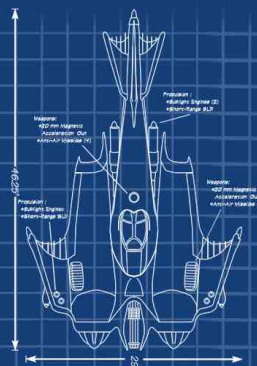
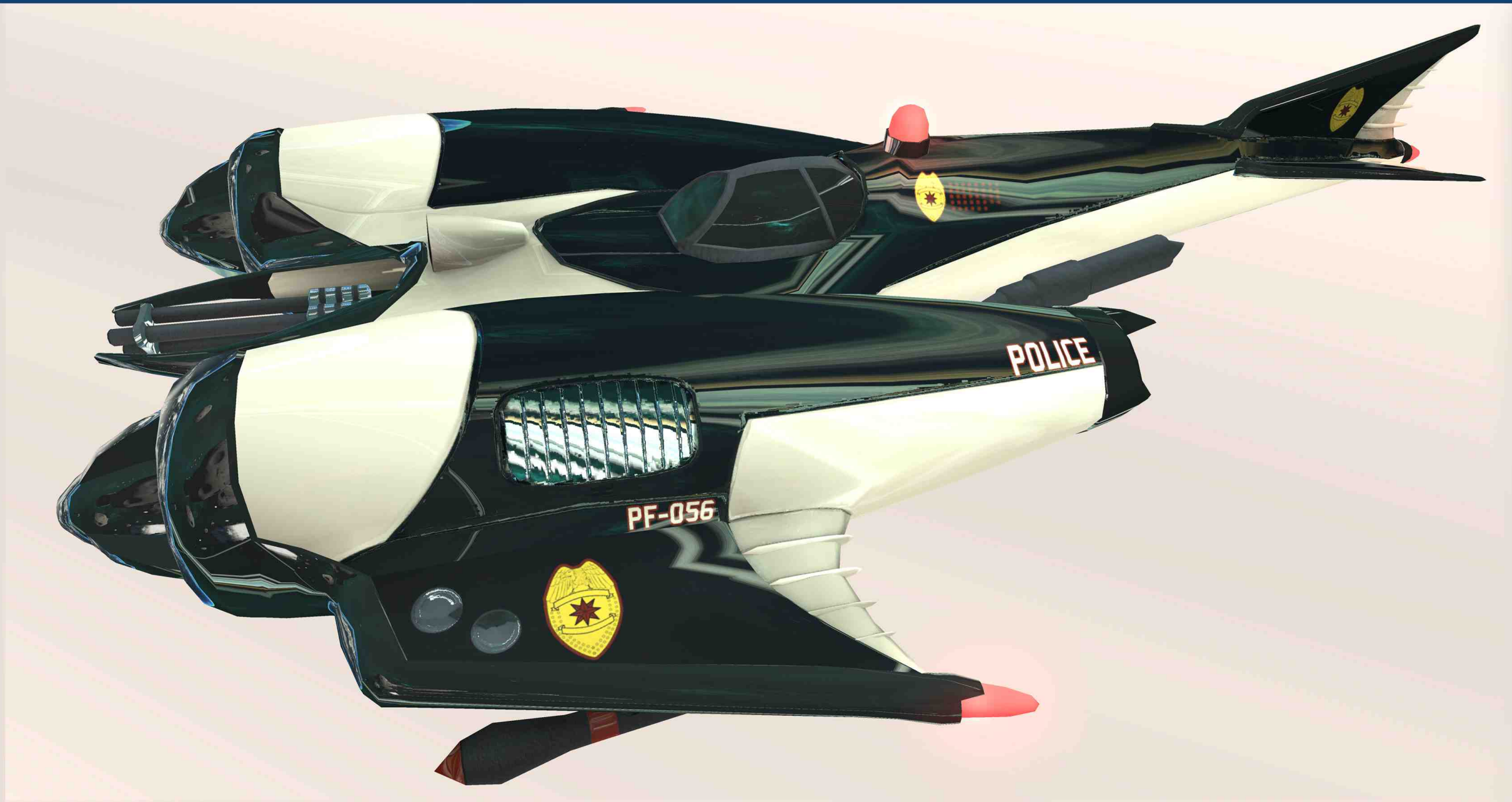
Italian Deli
Maya, Photoshop, UDK

Tony Sladky
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Italian Deli
Maya, Photoshop, UDK

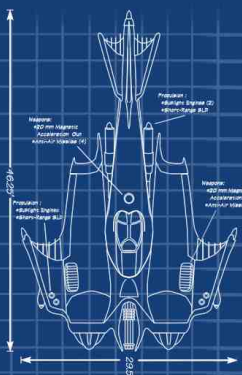
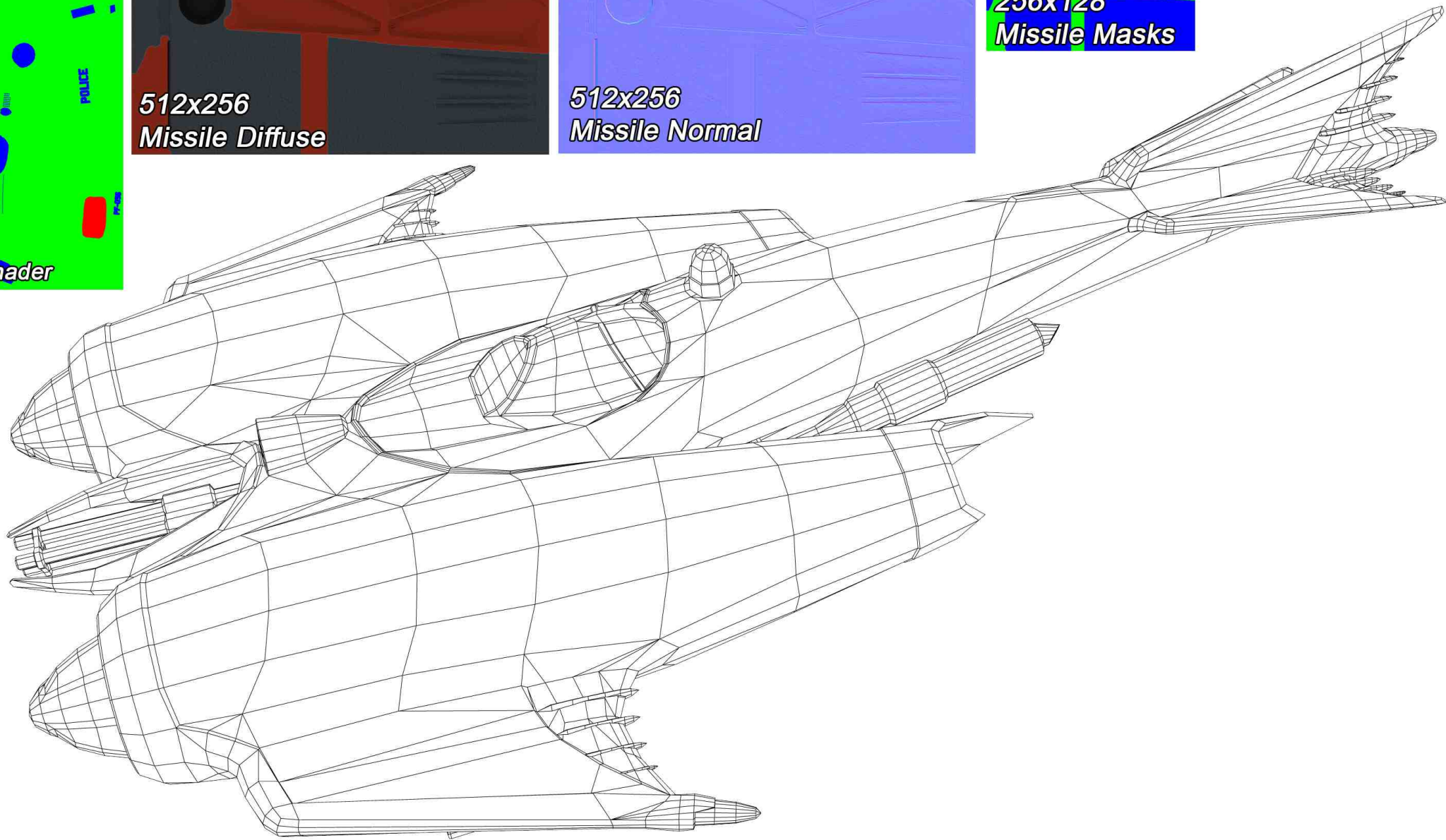
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Police Starfighter 11,167 Triangles
Maya, Photoshop, UDK

Designed with
Matt Oztalay
Utilizes Shaders
by Matt Oztalay

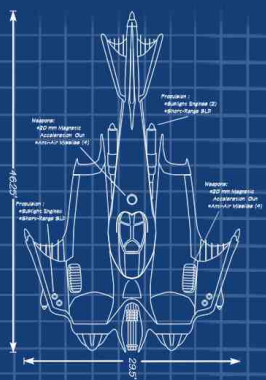
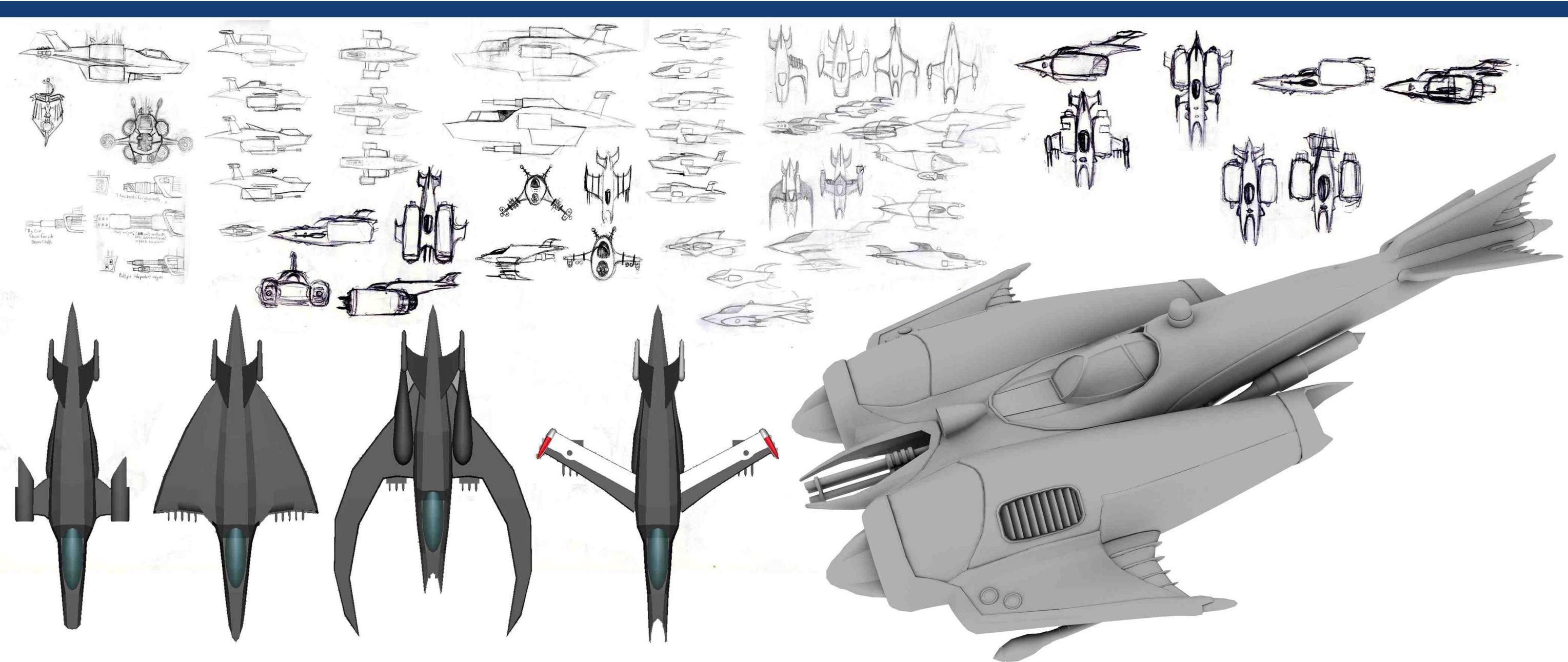
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Police Starfighter 11,167 Triangles
Maya, Photoshop, UDK

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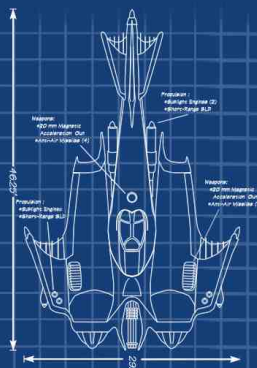
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Police Starfighter Process Maya, Photoshop

Designed with
Matt Oztalay
Utilizes Shaders
by Matt Oztalay

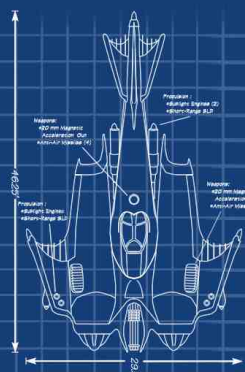
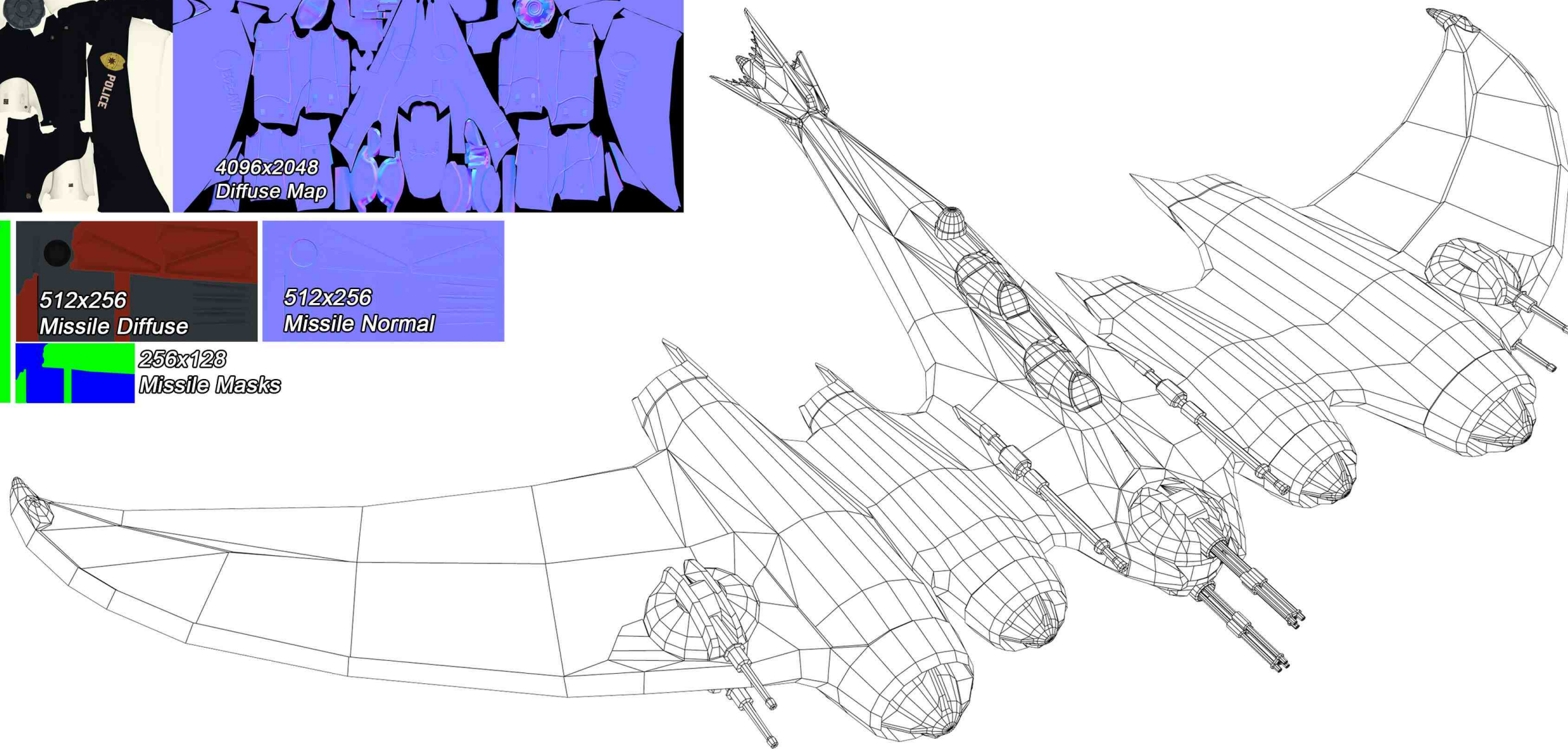
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Police Gunship 18,640 Triangles
Maya, Photoshop, UDK

Designed with
Matt Oztalay
Utilizes Shaders
by Matt Oztalay

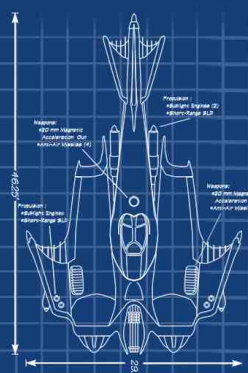
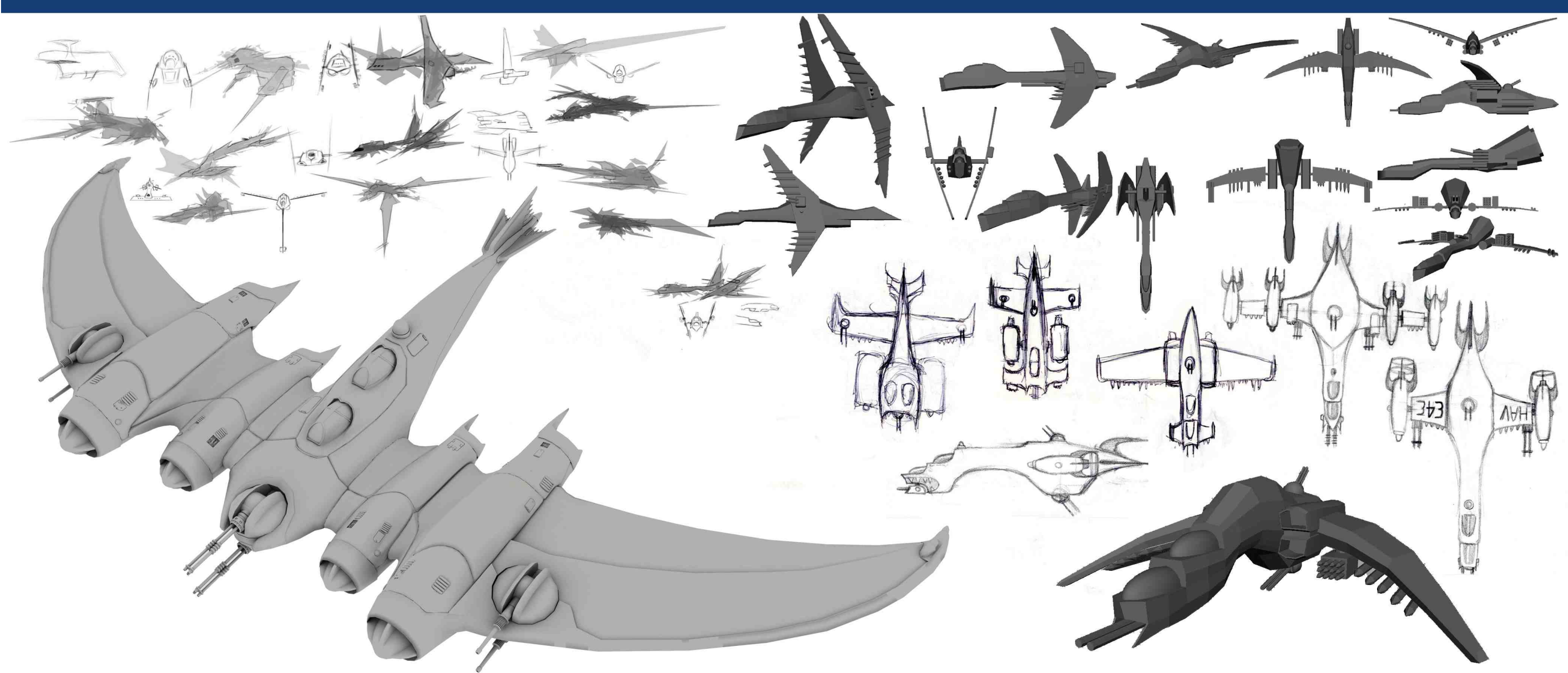
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Police Gunship 18,640 Triangles
Maya, Photoshop, UDK

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Matt Oztalay
Utilizes Shaders
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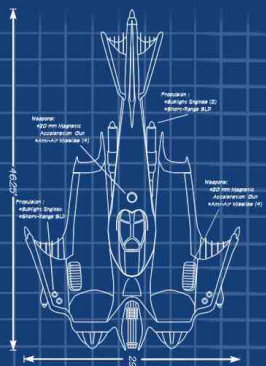
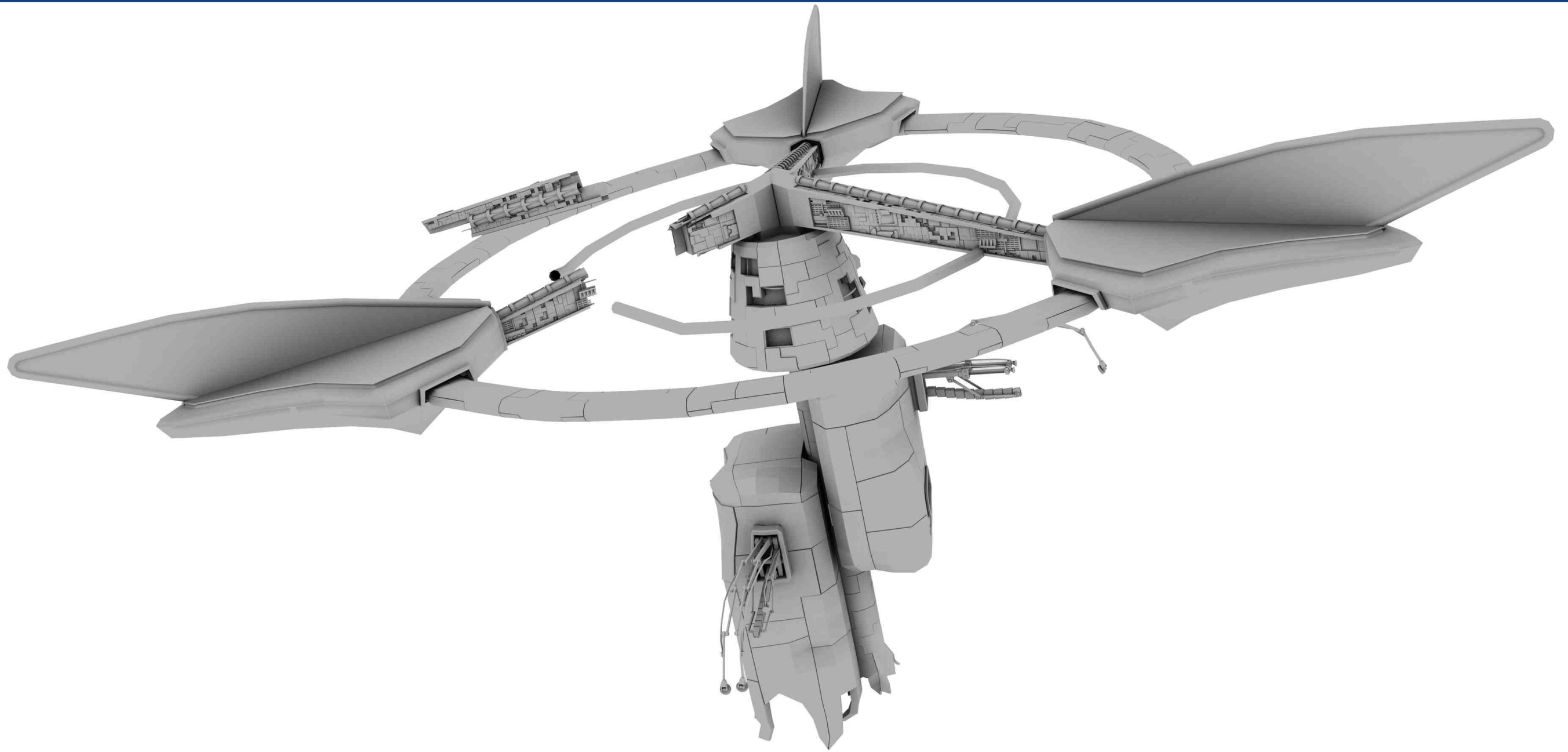
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Police Gunship Process Maya, Photoshop

Designed with
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Utilizes Shaders
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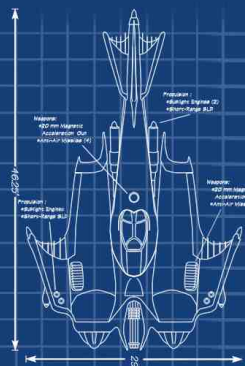
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Destroyed Space Station: Hi-Poly Model

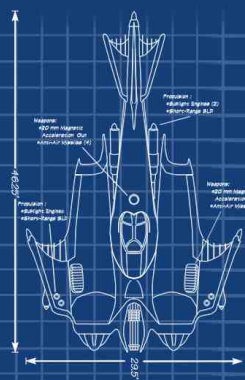
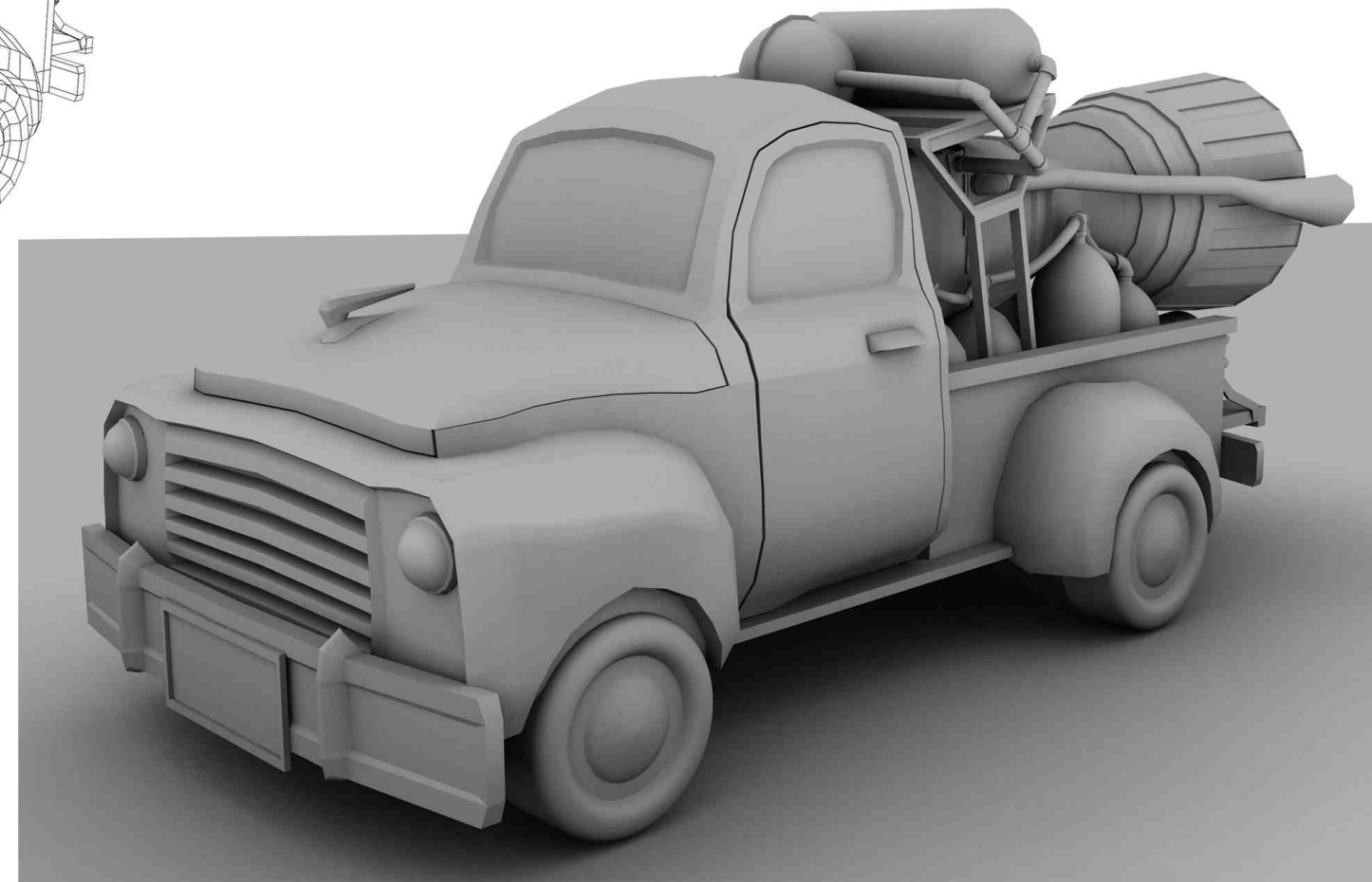
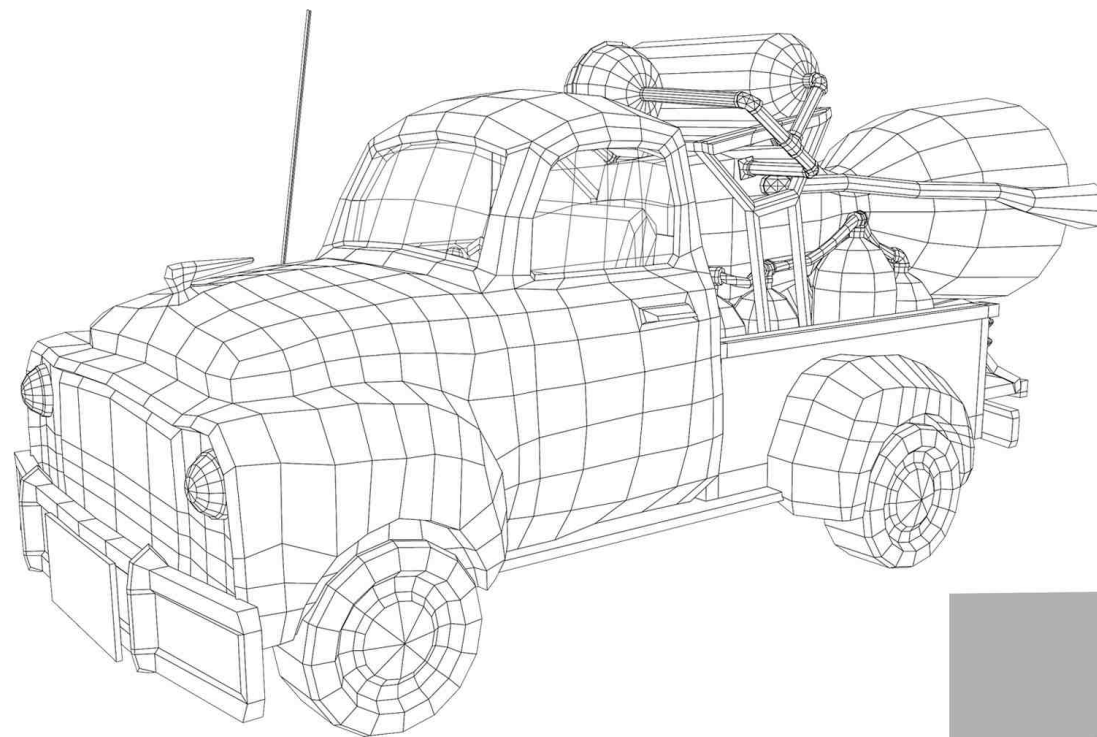
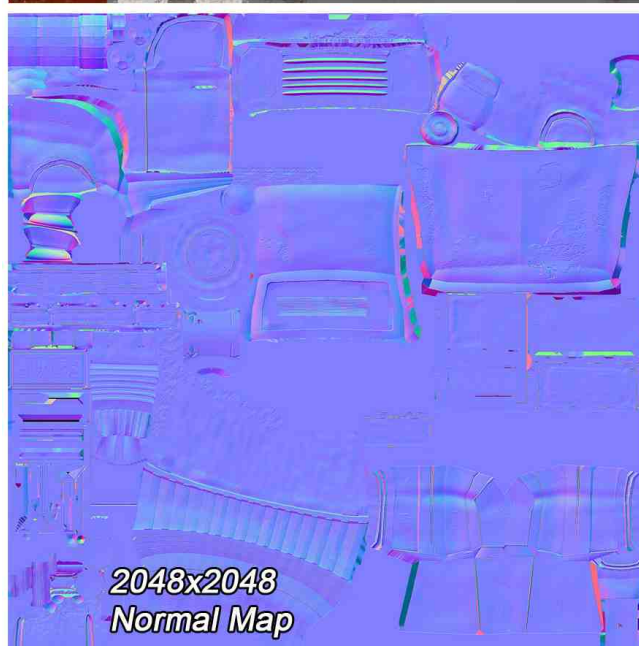
Maya

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Rocket Pickup Truck 11,972 Triangles
Maya, Mudbox, Photoshop, UDK

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Rocket Pickup Truck Process

Maya, Photoshop

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