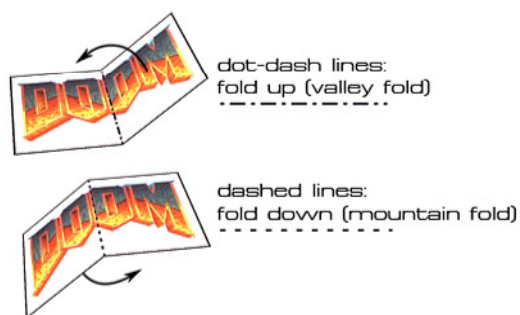
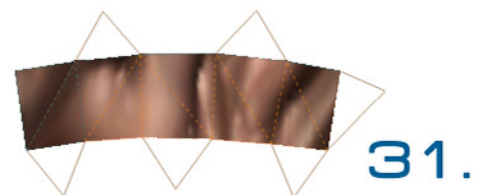
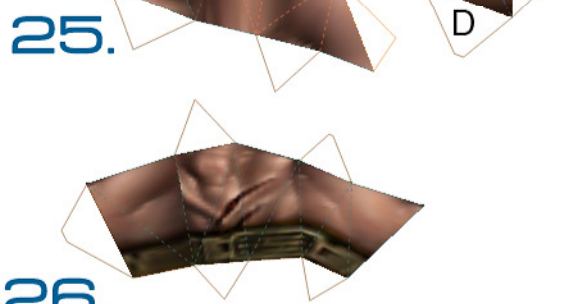
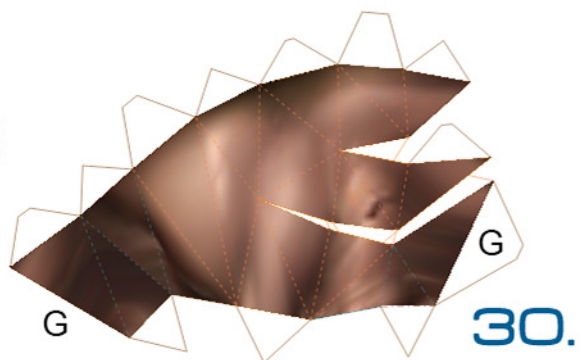
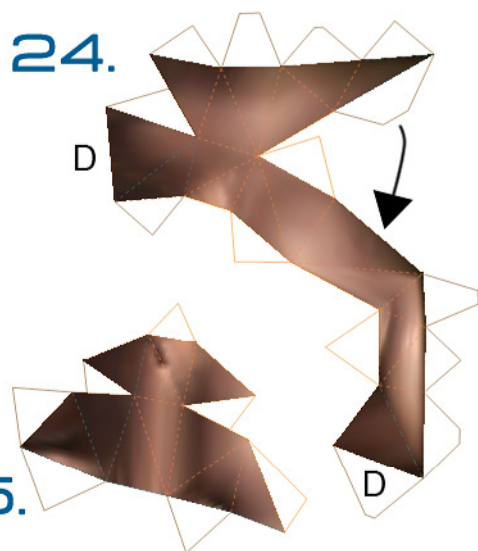
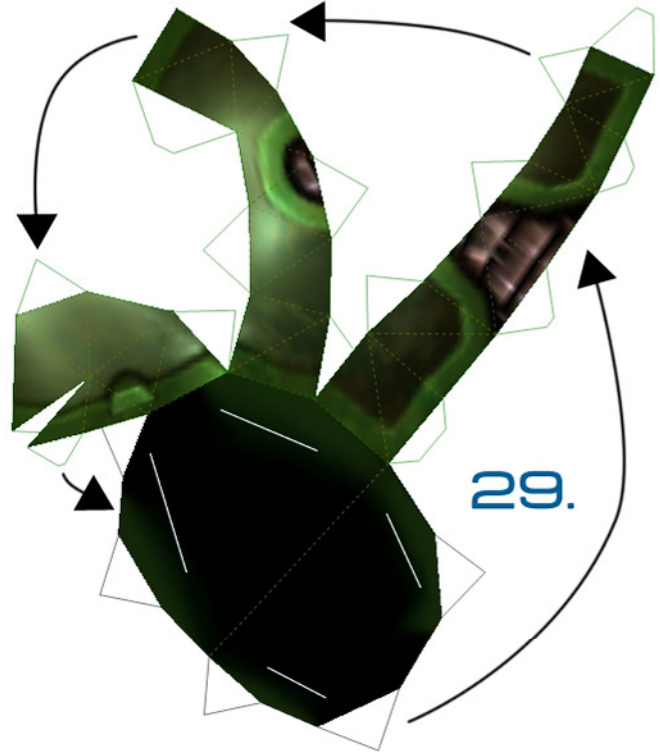


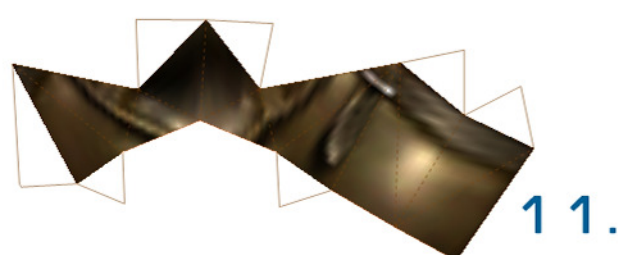
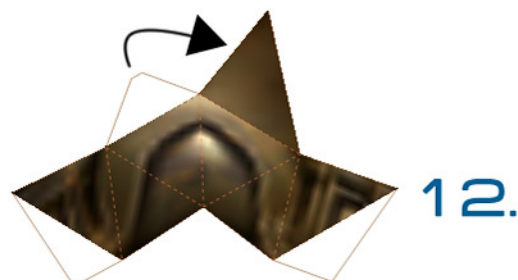
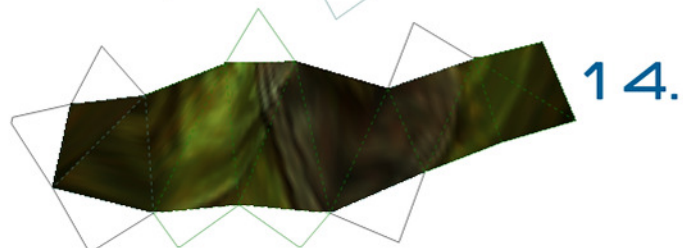
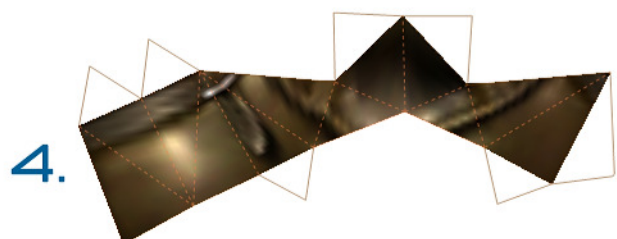
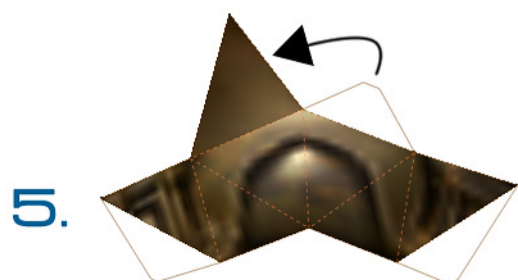
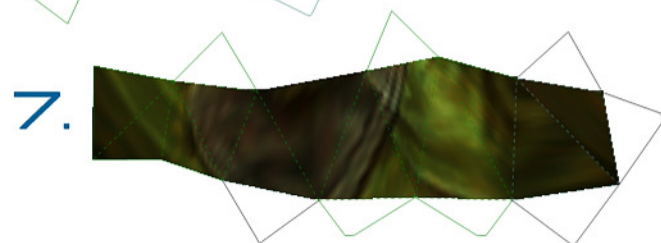
DOOMGUY

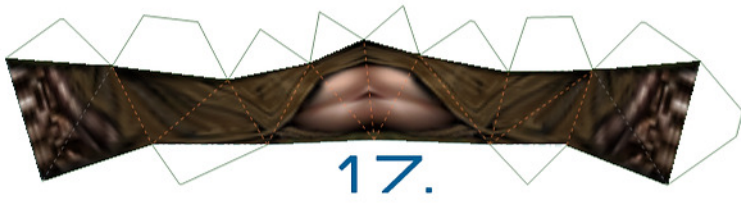
Even though idSoftware's id Tech 1 (Doom) engine allowed the use of polygon-based 3D rooms, the maps for the first two **DOOM** games were still essentially a 2D maze, and the characters and objects were still sprite based. the use of polygon-based 3D models from 1992 and 1994

It wasn't until 2004's **DOOM3** using the id Tech 4 engine though that both the characters and environment were real 3D models. By then Doomguy had already appeared in full 3D glory in id Software's 1999's **Quake III Arena**. :o)





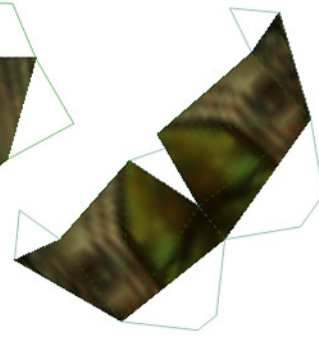




17.



16.

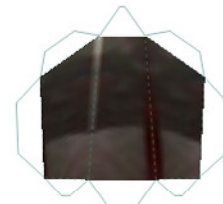


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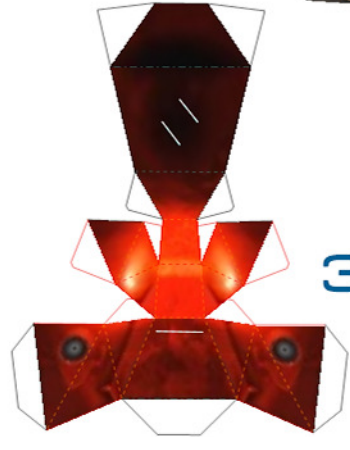


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48.

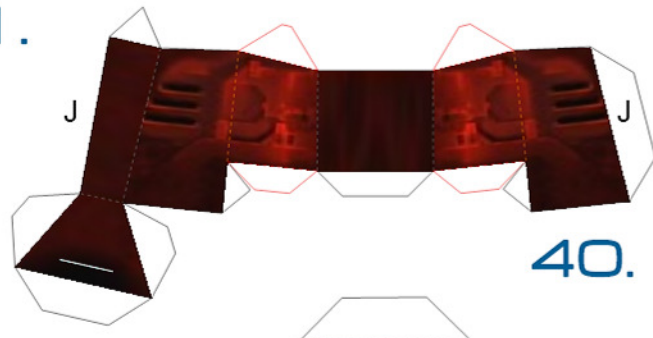


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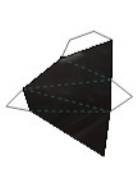


39.

valley fold valley folds valley fold



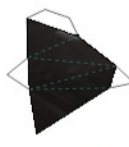
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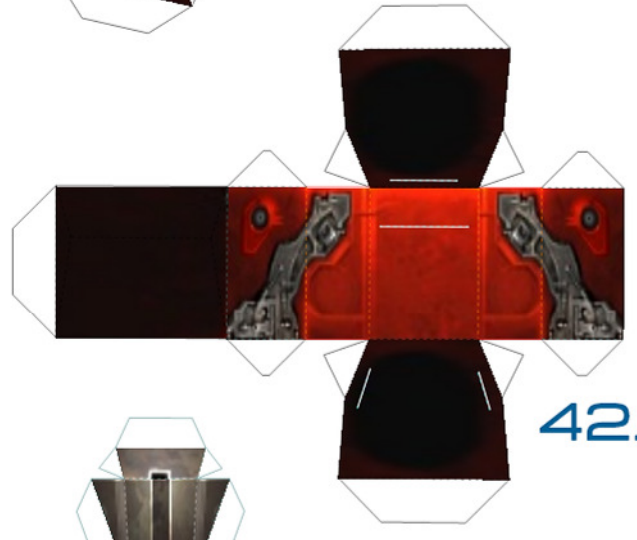
45.



47.



46.



42.

43.

