

---

Subject: How to keep Models low poly

Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:35:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Just use as many sides as are needed for it to appear that shape. 8 sides is plenty for most cylinders, sometimes you can go less, it depends on what you're doing and where it is. You can also use the "Optomize" modifier, just select the objects you want and click on "Optomize", it will calculate which polygons are and aren't needed etc. You can also go through the objects and delete the faces that are inside other objects, the ones that aren't visible from the outside. You can also look at your model, and decide which parts of it could be done with a skin, some parts and details could be completely faked by a good skin.

---