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Subject: poly question

Posted by [Anonymous](#) on Sun, 23 Feb 2003 05:40:00 GMT

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To check for how many polygons you have in your model go to Tools and click on the Polygon Counter button. You can also check how many polygons are in a single object by selecting that object before using the Polygon Counter. You can use the Optomize modifier to help take out some of those polygons, just select the objects you want and click on Optomize, it will calculate which polygons to take out that aren't needed that much visually. You can also change that first value (default is 4.0) to more to get rid of more polygons. You can also get rid of polygons by looking through your model and finding higher polygon areas and deleting that area, than right click and select 'Create Polygon' and click on the vertices around that area to create a lesser polygon area, than just delete, or weld to other vertices the unused ones. You can also do this by, not creating extra polygons to start off with. You can look at a picture of whatever you're trying to make and count the number of angles, etc. that's there and decide how many segments are needed to make that shape...

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