## Subject: The Polygon home game!

Posted by Anonymous on Mon, 13 Jan 2003 11:53:00 GMT

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As well as reducing the amount of polygons try using low resolution textures(if your using unofficial ones). using 1024x1024 sized textures will require huge amounts of proccesing power. I use 64x64 resolution textures for smalll insignificant items. These small textures only take up 10-20kbonly use high poly items where players will actually appreciate them.