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Subject: almost complete... opinions please

Posted by [Anonymous](#) on Tue, 31 Dec 2002 22:58:00 GMT

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quote:Originally posted by Khaldor: quote:Originally posted by SomeRhino:Polygons are processed by the CPU, not GPU. CPU spits equation solutions into the graphics card, where the image is rendered. That was a bit off-topic. Anyway, the model is excellent eyecandy, but yes, it's not fit to be used in Renegade. Optimize it down to about 1K polys and show us again.Per NVidia's Website:Graphics Processing Unit (GPU) A high-performance 3D processor that integrates the entire 3D pipeline (transformation, lighting, setup, and rendering). A GPU offloads all 3D calculations from the CPU, freeing the CPU for other functions such as physics and artificial intelligence.The technical definition of a GPU is "a single chip processor with integrated transform, lighting, triangle setup/clipping, and rendering engines that is capable of processing a minimum of 10 million polygons per second."...Strange, I read quite the opposite somewhere. Ah well, I'll trust Nvidia.

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