Subject: almost complete... opinions please
Posted by Anonymous on Tue, 31 Dec 2002 12:29:00 GMT
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First let me reiterate my above statement:"I have not yet checked the poly count" I was simply looking for an opinion of the work which I have been putting forth was visually pleasing. If it looked like crap i was going to scrap it and start over, If there was something there, asthetically, I was going to put forth more effort into creating a useable model for the game. I always prepare a high poly rendering of my work before I go back and tweak it. This way I have 2 versions, one for my portfolio and another to use for any other purpose. 6k poly's before any optimization, and just for reference, you dont need a massive computer to run it. Here are a few stats on some generic Geforce 3 cards:GeForce3 Ti 500:Graphics Core:Memory Interface:Fill RateOperations per Second:Memory Bandwidth: 256-bit128-bit DDR3.84 Billion AA Samples/Sec.960 Billion8.0GB/Sec.GeForce3:256-bit128-bit DDR3.2 Billion AA Samples/Sec.800 Billion7.36GB/Sec   GeForce3 Ti 200256-bit128-bit DDR2.8 Billion AA Samples/Sec.700 Billion6.4GB/Sec.GeForce2 Ultra128-bit DDR1.0 Gigapixels7.36GB/s31 MillionSo as you can see from the above stats...It is not a question of how many polys your video card can handle, its a question of how many the game engine can handle. Personally I am running a Geforce 4 titanium on my Dual G4 Mac which I use for business, but there is no need to have a high end graphics board such as a Wildcat4 or Quadro4. Just for reference:Wildcat4 7210384mb DDR ram3D Gouraud-shaded, Z-buffered triangles: 37.9 M/sec.3D, vectors, solid-color, 10 pixel: 33.9 M/sec.Trilinear textured fill rate: 400 Mpixels/sec. Enough of the arguement, I need to get back to work. [December 31, 2002, 00:36: Message edited by: Khaldor]