Subject: Reducing Polys...
Posted by Anonymous on Fri, 27 Dec 2002 13:32:00 GMT
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Optimise your meshes - find and remove unnecessary/unseen polygons (You'll have some, trust me - mainly backfaces). Reduce the number of sides on curved surfaces - smoothing groups will keep them looking rounded.In short, go round everywhere - you should be able to save 20\%-50\% this way (depending on how you made things)