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Subject: Best poly count? ??

Posted by [Anonymous](#) on Fri, 01 Nov 2002 18:37:00 GMT

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Originally posted by Greg: quote:Here is the order of importance when building assets for Renegade (things on top are most expensive so optimize in this order)- Minimize the number of non-opaque polygons (alpha, additive, etc)- Use one material per mesh!- Minimize the number of separate meshes- Minimize the number of textures- Minimize the number of verticesIf you're making objects, you should also only use the WWSkin modifier when absolutely necessary and minimize the number of objects that have "Export Transform" enabled.Maybe you're using a lot of alpha or you need to "clump" your geometry into fewer, bigger meshes.greg As you can see both the number of polygons and the nuber of textures count, but there are more important factors to look at first.

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