

---

Subject: Harrier model. What do you think?

Posted by [Anonymous](#) on Fri, 01 Nov 2002 21:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The more poly's you have the more memory has to be taken when the textures are put in. See the textures have to be on all sides and when there is to many poly's it has to take up memory for EACH poly. So the more polys the more the textures have to be loaded.

---