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Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Thu, 17 Oct 2002 12:36:00 GMT

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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

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