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Subject: Poly count?

Posted by [Anonymous](#) on Fri, 15 Mar 2002 06:28:00 GMT

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It's always fine to see someone with the same mind. I was also thinking about that issue. But I asked on planetcnc, I asked it here and asked a few mod makers. But I can tell you one thing NOBODY KNOWS!!!! But now for the happy part They used the ghoul system from Soldier of fortune (atleast it has been said, confirm please), and the second thing is making low-poly models doesn't depend on a exact amount of pollys (for quake models are between 800 and 1000).The only thing I can say think about 300-800 pollys you may use(can't get more accurate). I hope this will answer your question, post if not.

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