

---

Subject: Renegade 2 stuff

Posted by [Doitle](#) on Sun, 29 Aug 2004 02:56:53 GMT

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

---

I dunno... Poly counts on a model can be deceiving. If the model is displacement mapped that adds polys at runtime but not "official polys". You know what I mean? I know they used that in Riddick, and with the ALL OUT style of Doom 3's graphics I would assume they use it too.

---