

---

Subject: EA making Sims TV Show? LOL

Posted by [warranto](#) on Mon, 17 Jan 2005 02:59:56 GMT

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

---

At least that article is good for something!

Quote:"It's the subtleties, the eyes, the mouth -- 5,000 polygons doesn't really sell the emotion. With PS3 and XBox 2, we can go on the main character with 30,000-50,000 polygons," he said. "With that increased firepower, the 'Finding Nemo' video game looks just like the movie, but in real time."

---