

---

Subject: RA:APB Soviet Yak

Posted by [Aircraftkiller](#) on Mon, 21 Feb 2005 22:43:00 GMT

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

---

Because adding polygons for the sake of it is pointless, being a professional artist is about optimizing what you make and keeping it as low as possible.

Vehicles in W3D that we made were around 2,000 to 3,000 polygons, with no noticable slowdowns at all.

---