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Subject: Re: Poly test

Posted by [Chronojam](#) on Tue, 17 Jan 2006 04:13:39 GMT

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PaRaDoX wrote on Mon, 16 January 2006 18:47yea i could be but it does not have to be 800 polys

and i dont think they are going to cut the faces out of the parts you cant see... if they did that it would be around 1100

It doesn't have to be over 1000 polygons. It SHOULD be way less than it is. It's unprofessional to invest additional polygons when you gain absolutely no detail, and a waste.

Renegade handles polygons wonderfully but it's not so good about wrapping large textures over them. Some engines are good at polys, some are good at textures; Renegade is great with polygons in the order of millions of visible ones on-screen, but as soon as you stick 1024x1024 textures on them...

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