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Subject: RePosted: "WIP: Tiberium Sun Infantry"  
Posted by [PiMuRho](#) on Mon, 07 Jul 2003 20:03:09 GMT  
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They're a bit under poly for a Doom 3 model. They're comprised of 2 models - the basic mesh that you see in-game (around 3-5000 polys) and a super high-poly version (100k+ polys) that they use as a texture and normal map on the base mesh (which is why they look so detailed).

HL2 player models are about 5000 polys.

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