Subject: Re: 3D Modeling 1 final proj
Posted by cnc95fan on Fri, 13 Jun 2008 16:53:14 GMT

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HeavyX101 wrote on Fri, 13 June 2008 10:33I'm not showing off the model.
Here is a model my bro made once.

It is 20495 polygons. I put 3 of them in a blank map (61485 polygons now) and then played the map. My FPS was about 30-50. The game wasnt even lagging.
Yeah, it would lag if there was a rush, obviosuly.