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Subject: Re: Tiberium Refinery WIP

Posted by [Aircraftkiller](#) on Tue, 15 May 2012 23:50:23 GMT

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The exteriors aren't as simplistic as they look. If I wanted to, I could set up LOD to bring them down to only a hundred polygons or so. However, like I said, I do this for real-time simulation every single day... I try to avoid it at home. Visibility systems will be preferable, although I can't imagine that I'm looking forward to setting that bullshit up again.

I'm not sure if I'll set up damage states to that extent. There's a strong possibility that it would take me longer to work on than I would like. This is already being pushed back a lot farther than I had expected it to be.

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