
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Tue, 31 Jul 2012 19:20:59 GMT
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This is the high poly model, around 250-300k. The low poly model doesn't look too much different, but a good texture artist could make them look exactly the same.

We were a W3D game at first, but decided to switch to UDK because of the larger community and playerbase.
