
Subject: Re: Tiberian Dawn: The First Strike
Posted by [OWA](#) on Wed, 01 Aug 2012 16:45:21 GMT
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Bfranx wrote on Tue, 31 July 2012 20:20 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.

That count is fine for a high polygon model, but this model won't get textured because it's used for normal map baking, so I don't understand what you're trying to say about a texture artist making them look the same.

What you need to do with this model is put it on top of the low polygon model then run it through projection mapping or a program like xnormal, so you get the high polygon details exported as a normal map, to enhance the detail of the low polygon model in UDK.

Edit: By the way you need to fix your moddb page because at the moment any user can add news and images.
