

---

Subject: Re: Tiberium Refinery WIP

Posted by [Aircraftkiller](#) on Sat, 25 Aug 2012 04:02:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think that there need to be sacrifices to run better looking graphics on a 1998 engine. One of those sacrifices is having eight sided valve controls in exchange for more intelligently designed textures, interiors that are more than sparse wastelands, realistic looking buildings, and polygon counts that aren't lower than the stuff I develop for at work.

I can clearly make smoother valve controls. The issue is that I don't want to. I'm using more textures and more geometry than the Renegade buildings by a factor of five, at minimum. This doesn't include the higher quality vehicles that I've been developing. I'm trying to strike a balance between looking good and running well, which is my job as an environment artist.

Quote:An environment artist is someone who works in the game industry as a 3D modeler, specializing in outdoor or indoor locations for a game's setting. They are responsible for creating the majority of the overall visuals the player will encounter on the screen, making approximate collision so that the player isn't colliding with every little detail, optimizing geometry so that the level runs at a manageable framerate, and helping bring life to the game world.

The main issue with a lot of mods built using Renegade's engine is that people push things way too far and don't realize that it's a 1998 engine. Sure, I can make 40k buildings with 2048x textures. Sure, I can make vehicles use three 2048x textures with 15k polygons. Should I? No, I shouldn't.

The end result is that they look round enough. I don't feel like adding 25 to 50 triangles per valve just so that they look slightly rounder. It's an old game. You don't see people catch grief for Half-Life 1 mods looking just as dated as the original game - you develop within the constraints of the engine, not beyond it.

---