
Subject: Re: Tiberium Refinery WIP
Posted by [OWA](#) on Sat, 25 Aug 2012 16:52:38 GMT
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All I'm concerned about is the fact that the valve wheels are a bit of a focal point to the interior and they just look plain ugly as octagonal shapes.

Renegade's engine won't mind if you put few extra polygons here and there, because at the end of the day it's the texture sizes that like to ruin your day with performance issues.

The buildings we have in AR are giant and have massive sprawling interiors, but w3d doesn't mind in the slightest. You'd be better off making things look good rather than chopping polygons out that contribute to the aesthetics in a big way.

I think you could easily strike the balance of looking good and running well without worrying about putting some extra polygons in your blocky valve wheels. In the end there are no negative repercussions because they won't affect the performance of the game. Putting a 4096x4096 texture map on them however, would kill it.
