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Subject: Poly Count for Maps

Posted by [htmlgod](#) on Tue, 23 Mar 2004 00:32:49 GMT

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Your poly count goal as a mapper really depends on the size of the map you're making. If the map is only 300x300 meters, every single poly and inch of texture on the map will be rendered, constantly, so it should have a lower poly count, probably a few thousand would be good. Another thing to take into consideration is the terrain type - interior (just walls, floor, and ceiling), or mountainous, or field like, etc. You definitely don't want to go above a few thousand for each 300x300 meter sector, if you do it will be harder for the graphics card to render, and thus induce a lower FPS, which is undesirable.

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