
Subject: Reducing Polys...

Posted by [Anonymous](#) on Fri, 27 Dec 2002 13:11:00 GMT

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How can I reduce poly's in an object? (Other than deleting stuff) Also, how can I reduce lag on a map, other than VIS?

Subject: Reducing Polys...

Posted by [Anonymous](#) on Fri, 27 Dec 2002 13:32:00 GMT

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Optimise your meshes - find and remove unnecessary/unseen polygons (You'll have some, trust me - mainly backfaces). Reduce the number of sides on curved surfaces - smoothing groups will keep them looking rounded. In short, go round everywhere - you should be able to save 20%-50% this way (depending on how you made things)

Subject: Reducing Polys...

Posted by [Anonymous](#) on Fri, 27 Dec 2002 13:39:00 GMT

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yeah, It's basically just deleting whatever you can't see. And never make a cylinder with more than 3 sections and/or 18 sides

Subject: Reducing Polys...

Posted by [Anonymous](#) on Fri, 27 Dec 2002 13:46:00 GMT

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quote: smoothing groups will keep them looking rounded. When you say "Smoothing groups" does that mean using the Smooth Mesh modifier?

Subject: Reducing Polys...

Posted by [Anonymous](#) on Fri, 27 Dec 2002 14:08:00 GMT

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If anyone want's my Prism tower model...then give me your E-mail adress so I can send my model to you.

Subject: Reducing Polys...

Posted by [Anonymous](#) on Fri, 27 Dec 2002 14:10:00 GMT

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Screenshots:<http://www.n00bstories.com/image.view.php?id=1960855394&gallery=1577><http://www.n00bstories.com/image.view.php?id=1638794839&gallery=1577><http://www.n00bstories.com/image.view.php?id=1138069541&gallery=1577><http://www.n00bstories.com/image.view.php?id=1407199861&gallery=1577><http://www.n00bstories.com/image.view.php?id=1131221435&gallery=1577><http://www.n00bstories.com/image.view.php?id=1353332905&gallery=1577>

Subject: Reducing Polys...

Posted by [Anonymous](#) on Fri, 27 Dec 2002 14:18:00 GMT

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Why don't you just put it up on Dante's Mod exchange

Subject: Reducing Polys...

Posted by [Anonymous](#) on Fri, 27 Dec 2002 14:19:00 GMT

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That site is down...

Subject: Reducing Polys...

Posted by [Anonymous](#) on Fri, 27 Dec 2002 14:20:00 GMT

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Because his Stupid Web Host Booted him off and Deleted his site

Subject: Reducing Polys...

Posted by [Anonymous](#) on Fri, 27 Dec 2002 14:21:00 GMT

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Subject: Reducing Polys...

Posted by [Anonymous](#) on Fri, 27 Dec 2002 14:56:00 GMT

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No, smoothing groups just smooths the transition between adjacent sides that have the same smoothing group number, giving the appearance of a curve.

Subject: Reducing Polys...

Posted by [Anonymous](#) on Fri, 27 Dec 2002 16:09:00 GMT

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How many polys in the prism tower

alone?http://www.n00bstories.com/image.view.php?id=1407199861&gallery=1577

Subject: Reducing Polys...

Posted by [Anonymous](#) on Fri, 27 Dec 2002 17:10:00 GMT

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Add more detail and accuracy and then release.

Subject: Reducing Polys...

Posted by [Anonymous](#) on Sat, 28 Dec 2002 02:54:00 GMT

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i thought this stood in the 1sr gmax tutorial

Subject: Reducing Polys...

Posted by [Anonymous](#) on Sat, 28 Dec 2002 04:09:00 GMT

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quote: How many polys in the prism tower

alone?http://www.n00bstories.com/image.view.php?id=1407199861&gallery=1577 Gmax said that it has 5424 polys.(Only the prism tower)

Subject: Reducing Polys...

Posted by [Anonymous](#) on Sat, 28 Dec 2002 08:58:00 GMT

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quote:Originally posted by Slayer 143: quote: How many polys in the prism tower

alone?http://www.n00bstories.com/image.view.php?id=1407199861&gallery=1577 Gmax said that it has 5424 polys.(Only the prism tower)Little over board with the polygons there junior.

Subject: Reducing Polys...

Posted by [Anonymous](#) on Sat, 28 Dec 2002 09:29:00 GMT

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quote:Originally posted by Slayer 143: quote: How many polys in the prism tower

alone?http://www.n00bstories.com/image.view.php?id=1407199861&gallery=1577 Gmax said that it has 5424 polys.(Only the prism tower)omg, rofl.....one of my C&C Mode maps are only

6500 polys.....Edit: 2500 polys without the buildings (Extreme optimization). [December 28, 2002,

Subject: Reducing Polys...

Posted by [Anonymous](#) on Sat, 28 Dec 2002 09:37:00 GMT

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in the prism tower alone?<http://www.n00bstories.com/image.view.php?id=1407199861&gallery=1577> Gmax said that it has 5424 polys.(Only the prism tower)omg, rofl.....one of my C&C Mode maps are only 6500 polys.....Edit: 2500 polys without the buildings (Extreme optimization).It was hist first building...

Subject: Reducing Polys...

Posted by [Anonymous](#) on Sat, 28 Dec 2002 14:06:00 GMT

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yeah thats good for its amount of polys, does need decreasing. I remeber when i did my first model, never thought a second about "too many polys= really really bad." my first model was about 12,000
