
Subject: poly question

Posted by [Anonymous](#) on Sun, 23 Feb 2003 03:23:00 GMT

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Well the texture itself doesn't effect it, its the amotunt of different textures you have on one model, you want to keep it as low as possible. as for polygons, you can reduce the amount of segments in a mesh and also renX has a few geometry optimisation tools.

Subject: poly question

Posted by [Anonymous](#) on Sun, 23 Feb 2003 05:40:00 GMT

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To check for how many polygons you have in your model go to Tools and click on the Polygon Counter button. You can also check how many polygons are in a single object by selecting that object before using the Polygon Counter. You can use the Optomize modifier to help take out some of those polygons, just select the objects you want and click on Optomize, it will calculate which polygons to take out that aren't needed that much visually. You can also change that first value (default is 4.0) to more to get rid of more polygons. You can also get rid of polygons by looking through your model and finding higher polygon areas and deleting that area, than right click and select 'Create Polygon' and click on the vertices around that area to create a lesser polygon area, than just delete, or weld to other vertices the unused ones. You can also do this by, not creating extra polygons to start off with. You can look at a picture of whatever you're trying to make and count the number of angles, etc. that's there and decide how many segments are needed to make that shape...

Subject: poly question

Posted by [Anonymous](#) on Sun, 23 Feb 2003 12:06:00 GMT

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when i have an object opened in g-max how do i check to see how may poly's it is and how do i make it have less polys?

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Posted by [Anonymous](#) on Sun, 23 Feb 2003 12:12:00 GMT

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Go into the utilities tab and you can miss it. The utilities tab is the one with the hammer on it. And if you go into wireframe mode, each little square or tiangle is 2 polys I think. To make something less polys you have to do that when you make it. Like when you make a plane, they're 4 segments. This will give them like 8 polys. I could be wrong. You have to figure it out by yourself... like I did.

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Posted by [Anonymous](#) on Sun, 23 Feb 2003 12:23:00 GMT

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my object is 2204 polys i want to keep the same shape but lessen the polys...is that possible?

Subject: poly question

Posted by [Anonymous](#) on Sun, 23 Feb 2003 12:24:00 GMT

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i believe this object is causing the FPS to drop to 20-30....should i try a more simplistic texture?
