
Subject: Poly count?

Posted by [Anonymous](#) on Thu, 14 Mar 2002 15:50:00 GMT

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What is the general polygon count for Infantry and Vehicles? Anyone have figures?

Subject: Poly count?

Posted by [Anonymous](#) on Fri, 15 Mar 2002 06:28:00 GMT

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It's always fine to see someone with the same mind. I was also thinking about that issue. But I asked on planetcnc, I asked it here and asked a few mod makers. But I can tell you one thing NOBODY KNOWS!!!! But now for the happy part They used the ghoul system from Soldier of fortune (atleast it has been said, confirm please), and the second thing is making low-poly models doesn't depend on an exact amount of polys (for quake models are between 800 and 1000). The only thing I can say think about 300-800 polys you may use (can't get more accurate). I hope this will answer your question, post if not.

Subject: Poly count?

Posted by [Anonymous](#) on Fri, 15 Mar 2002 07:54:00 GMT

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thanks, I may try cutting the poly count by killing the polys people never see (the inside of the vehicle). I worked with 3D max at college, but haven't worked too much with gmax.

Subject: Poly count?

Posted by [Anonymous](#) on Fri, 15 Mar 2002 13:26:00 GMT

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I never worked with textures, but I have seen characters without textures and the effect is dramatic.

Subject: Poly count?

Posted by [Anonymous](#) on Fri, 15 Mar 2002 22:26:00 GMT

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700 - 800 per player model but you can push higher. Avoid modeling with higher order primitives (i.e. NURBS, patches, etc.) unless you want your polycount to explode. Using textures is essential to capture detail on low-poly models.

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Posted by [Anonymous](#) on Sat, 16 Mar 2002 00:59:00 GMT

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here is an other tip:polygons on a flat plane are useless, try making one by collaps or weld->target.also dont use nurbs or complicated forms,a box for a tank and humans circle's (head) or cylinder(body).Textures can do alot more than a bunch of poly's

Subject: Poly count?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 18:13:00 GMT

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When Does CTM Come Out At

Subject: Poly count?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 18:20:00 GMT

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....imagine this....its the mission the Fields...your sneaking around inside the tunnles...u look around and see all the enemies are busy...u see Mobious standing there...u run toward him...tackle him then pick up and put him on your shoulders...u run through the tunnles and through enemy fire moving as fast as a mammoth tank..u run some more and when u think u've made it..the **** guys head hits the top of the tunnle and u fall over..BAM you DEAD!!!... *cough***modcough*yes i know thats not what this mod will be like...but thats how it sounds =OD

Subject: Poly count?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 22:48:00 GMT

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it might not be like that Spartan, but if I was playing and something like that happened and I saw it, I would probably fall out of my chair laughing so hard. Sounds like an interesting MOD though, does Mob have that kick-ass gun in the MOD?

Subject: Poly count?

Posted by [Anonymous](#) on Thu, 21 Mar 2002 06:04:00 GMT

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I prefer CTS*note CTS=Capture The Sydney

Subject: Poly count?

Posted by [Anonymous](#) on Thu, 21 Mar 2002 07:44:00 GMT

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mobius has no weaponry and yes it'll come i mean it is supposed to be still in the game

Subject: Poly count?

Posted by [Anonymous](#) on Thu, 21 Mar 2002 10:31:00 GMT

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quote:Originally posted by Shinzzz:I prefer CTS*note CTS=Capture The SydneyMe too

Subject: Poly count?

Posted by [Anonymous](#) on Fri, 22 Mar 2002 00:33:00 GMT

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chronus i know...but it sounded funny ^_^
