Subject: Advanced Vis Question

Posted by Anonymous on Sun, 12 Jan 2003 21:20:00 GMT

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This is how I have always thought vis worked: You place the manual vis point over the vis sector. LevelEdit writes on that sector which meshes should be visible while the camera is over it. Now, it is said that your vis sectors have to be an exact copy of the terrain, but I was thinking of an alternate method. Suppose I were to manually create the vis sectors for various parts of the level to prevent as many vis errors. After building the terrain, I make a separate mesh with a minimal amount of polygons that generally keeps the shape of the terrain. I make this mesh with, say, 20 polygons. I explode the mesh, and set it's collision properties to vis. Now, I only have to worry about 20 vis sectors and have a minimal amount of vis errors. It would be just as effective if this were to work from what I understand. Has anybody ever tried this, and if you have, what were your results? Thanks.