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Subject: Mammoth Mk2 @ Reborn ;)

Posted by [Anonymous](#) on Sun, 12 Jan 2003 09:01:00 GMT

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ACk is correct about the polycounts though - an average Renegade map is only about 20000 polys. It's a question of weighting - if the Mammoth Mk2 is going to be a rare unit (i.e. expensive), then it's ok for it to have more polys than a the more common, cheaper units. 10k polys for a model is way excessive though. You could make it look virtually the same with good modelling and textures for under 2000 easily.

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