
Subject: almost complete... opinions please

Posted by [Anonymous](#) on Tue, 31 Dec 2002 02:47:00 GMT

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quote:Originally posted by SomeRhino:Polygons are processed by the CPU, not GPU. CPU spits equation solutions into the graphics card, where the image is rendered. That was a bit off-topic. Anyway, the model is excellent eyecandy, but yes, it's not fit to be used in Renegade. Optimize it down to about 1K polys and show us again.Per NVidia's Website:Graphics Processing Unit (GPU) A high-performance 3D processor that integrates the entire 3D pipeline (transformation, lighting, setup, and rendering). A GPU offloads all 3D calculations from the CPU, freeing the CPU for other functions such as physics and artificial intelligence.The technical definition of a GPU is "a single chip processor with integrated transform, lighting, triangle setup/clipping, and rendering engines that is capable of processing a minimum of 10 million polygons per second." Reference: <http://www.nvidia.com/view.asp?IO=gpu>Anyways back on topic, After a slight makeover and a couple hours in Maya, I have managed to cut down the polys on about 60\% of the model so far, current poly count is 200, with a total of 450 or so as the total expected. Easily leaving enough to add a chassis for a vehicle mount, or may possibly leave as is for a improved anti-air turret. I am not making any promises as of yet for a new mod, but I am currently working solo on creating several vehicles/weapons based on the Battletech Technical readout 3025. After I have produced a ample number of models to suit my taste I will re-evaluate the possiblity of a mod at that time. [December 31, 2002, 03:02: Message edited by: Khaldor]
