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Subject: almost complete... opinions please

Posted by [Anonymous](#) on Tue, 31 Dec 2002 12:37:00 GMT

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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.

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