
Subject: *NEW* Silo interiors. (New Red Alert 2 model)
Posted by [Anonymous](#) on Sat, 16 Nov 2002 00:00:00 GMT
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quote:Originally posted by Gernader8: quote:Originally posted by CyborgDC: quote:Originally posted by avroaero:wow.... those are nice. btw whats the poly count. will u make a missile inside . *starts to walk away* GREAT JOB *takes off* Lets say over 10,000 interior only. ****!Anyways polygons don't make lag. So when making model go all out. Actually the amount of polys affect several things many people dont think about. 1. They effect load time on the map-Yes this is true, to my computer and my friends. 2. The game may not be able to keep track of them all-This is very true ,you may experience invisible walls, objects, or even vehicles. 3. Lag- It does play a role in with the amount of lag, so do amount of detail in textures. I wish i could find the quote, but as Delphi (sp*) himself textures and polys do play a role in lag. 4. You do not need to go all out- it is very easy to produce very nice models with base line poly counts such as 2000 polys. I personally follow that rule. The more low end models you make, the better you will become at creating high end models with low poly counts. Im sure there were many things you could have done to reduce the amount of polys in the interior. 5. I want to see a missile in that thing NOW. It does not have to exact, many nuclear warheads are tall and thin. Other wise good job. 1. I got 64mb graphic card and I feel no lag. 2. My loading time is no difference, loading time is how much harddrive space you have open. 3. No nuke for you. Me and Dante will have a talk about the nuke.
