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Subject: My god look at the Poly's!!!

Posted by [Anonymous](#) on Sun, 10 Nov 2002 16:43:00 GMT

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quote:Originally posted by blaxsaw:Unfortunately we wont see such high polygon models in games for a while. The xbox only uses 3200 polygon models and still claims to be 'state of the art'(A claim I dont agree with)When getting into such high polygon counts the change becoms less apparent.I doubt I could tell the difference between a 20,000,000 polygon sphere and a 21,000,000 sphere. Eventually you get to the point where increasing the polygon count any more simply reduces the frame rate for no real purpose (for gaming at least)Who cares about frame rate, have you any idea the controller amounts and the structures not to mention the graphic cards would need to be like...Geforce 71. 23 million poly's is quite alot, but hey you never know whats around the corner. You could wake up tomorrow morning with a monkey on your crotch!

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