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

Posted by [Anonymous](#) on Sun, 10 Nov 2002 09:51:00 GMT

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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)

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