
Subject: Best poly count? ??

Posted by [Anonymous](#) on Fri, 01 Nov 2002 17:51:00 GMT

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I have been making gun models for about the last week, and I was wondering how much is to much when it comes to polys. I have read alot of people saying that polys aren't the real problem that textures were, but is there an amount of polys that is just to much? ? ? [November 01, 2002, 17:54: Message edited by: Mpbgw]
