Subject: Terrain or hierarchical model?
Posted by Anonymous on Wed, 16 Oct 2002 17:05:00 GMT
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quote:Originally posted by scarface:The tank barriers and razor wire take up 6000 polys, and 2 textures. The Aircraft carrier takes up 10,000 polys and over 50 textures, yet it has better fps!?50 different textures on the aircraft carrier?