## Subject: Terrain or hierarchical model?
Posted by Anonymous on Wed, 16 Oct 2002 02:02:00 GMT

My map so far is about 20,000 polys, so not that much really...I have other objects on my map which take up more polys, and alot more textures (eg. a Nimitz carrier....you get the idea).  So, i isn't making much sense.  I have not played with the vis, or culling system yet cause im still modeling, it just doesnt make much sense.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!?I can't make any sense of it...