Subject: Poly count? Posted by Anonymous on Fri, 15 Mar 2002 22:26:00 GMT View Forum Message <> Reply to Message

700 - 800 per player model but you can push higher. Avoid modeling with higher order primitives (i.e. NURBS, patches, etc.) unless you want your polycount to explode.Using textures is essential to capture detail on low-poly models.

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