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Subject: Water textures & fog

Posted by [Titan1x77](#) on Fri, 20 Aug 2004 10:11:16 GMT

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Don't be afraid to add polys!!

Lighting looks horrible on low poly terrain,also with fog ^ and if you know how to properly generate VIS then a poly count should never really be a problem....unless you use 5,000 on a single rendered object

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