
Subject: Renegade 2 stuff

Posted by [deadaim00](#) on Sun, 29 Aug 2004 02:35:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerIt's obviously going to have more detail because the team was aiming for enormous polygon counts, something rivaling HL2 and Doom 3.

Actaually.... Doom 3's models are surprisingly low in polygon count. Its all the textures that brings it out, read more... you find some interesting things.
