
Subject: W3D Benchmark Tests

Posted by [SomeRhino](#) on Sat, 05 Apr 2003 19:22:56 GMT

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I did a bit of testing with the W3D engine. On the first test, I made quite a few instances of the oak_large included in the Mod Art zip. I set up all the trees, and exported. The file total was about 34K polys. Results:

Alpha Test (on leaves) with phys collision: 57 FPS

Alpha Test, No phys: 61 FPS

Opaque, Phys: 62 FPS

Opaque, No Phys: 61 FPS

These results were quite surprising, since there were 34000 polys on the screen all at once, yet still ran twice as fast as C&C_Field.

For the next test, I used the same thing, except clones all the trees once, doubling the polys to 68000.

Alpha Test, Phys: 44 FPS

Alpha Test, NoPhys: 48 FPS

Opaque, Phys: 46 FPS

It's interesting to note that when I switched from third person view to first person, the FPS increased by about 12%.

If anyone wants to add to these test results, go ahead. I think it's important to know that polygons seem to hardly effect FPS, and I still can't pinpoint what does. Perhaps it's multiple materials on the screen at the same time.

Don't go too crazy with polygons though, because A) It's a bad habit, and B) It seems to crash the engine if the count exceeds 100K.
