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Subject: W3D Benchmark Tests

Posted by [Madtone](#) on Wed, 09 Apr 2003 01:11:28 GMT

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so this proves that we can use more polygons i our maps than we first thought?????

Have you guys tried High polygonal vehicles yet? like maybe there might be a problem with high polygonal vehicles because all those polygons moving at once??

there is only one way to find out!!!

also you can use my latest model im building, its a high polygon model because thats what i have started doing now....

I have been working on this for about 2 days, once its done i will upload the whole model to ModX for anyone to use....

I call it the "Orca MkII Prototype"

heres the link to the render:

<http://modx.renevo.com/showthread.php?s=&threadid=196>

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