Subject: W3D Benchmark Tests
Posted by SomeRhino on Thu, 10 Apr 2003 02:24:37 GMT
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After more testing, it seems that polygons with standard UVW coordinates for texture mapping take about twice as much power as unmapped polygons. Viewed a 10K poly map I'm making in W3D Viewer, and without mapping, the clock rate hovered around 500, and with mapping, 1000.