
Subject: EA making Sims TV Show? LOL
Posted by [Renx](#) on Mon, 17 Jan 2005 19:37:45 GMT
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warrantoAt least that article is good for something!

Quote:"It's the subtleties, the eyes, the mouth -- 5,000 polygons doesn't really sell the emotion. With PS3 and XBox 2, we can go on the main character with 30,000-50,000 polygons," he said. "With that increased firepower, the 'Finding Nemo' video game looks just like the movie, but in real time."

Yes, but by the time those consoles come out, 4th quarter, computers will probably be able to handle twice that anyway
