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Subject: RA:APB Soviet Yak

Posted by [Havoc 89](#) on Tue, 22 Feb 2005 01:11:06 GMT

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Good stuff. Really nice stuff.

I noticed some people are complaining about the poly count when really a 1000 poly model wouldnt make much difference. 2 types of maps alone can make such a difference in appearance, and those are diffusion maps and bump map. Making high poly models for game is pretty pointless. You only model stuff that cannot be covered but any sort of map. secondly, your not gonna notice this stuff ingame when your out on the field against 50 other guys in all sorts of vehicles and on foot, you probubly will be having too much fun.

By the way, I wanted to ask you guys a question. Are you planning on modeling a cockpit aswell? or are you going to make the vehicles in a 3rd person view?

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