Subject: Re: Poly test
Posted by PaRaDoX on Tue, 17 Jan 2006 04:39:46 GMT

KaiserPanda wrote on Mon, 16 January 2006 22:31How often do you see untextured objects in game? Now try it with game-scale textures.
how may game models are biger then 4000 polys?

and yes cj they did waste a bunch on it, those details could have been added with a good bump map too