Subject: Re: Another WIP Map
Posted by Spice on Wed, 15 Feb 2006 16:12:07 GMT

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Wasted polygons at the expense of rendering the texture underneathth the building. I'd choose wasted polygons, as you say. If seen renegade maps with 70,000 polygons run perfectly fine.

Maps look like literally shit when you don't do it anyways. In my oppinion it looks like the mapper was being lazy.