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Subject: The Mod To End All Mods

Posted by [Dante](#) on Thu, 17 Jul 2003 04:09:34 GMT

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Im\_An\_Ion\_CannonHey well i have to admit that ones prety high as its gonan be used for cinematics

but i then drop edited that model down to a game version of 2k polys and we nearly havea walking system working for inside renegade havea few little probs but we might bea ble to sort it out maybe not be nice if we can

but the game version is uing more texturing like those rockets are 3d ive faked those witha texture etc so was just amatter of cutting down the polys form 12k to 2k was easy thanx

2k per vehicle, 16 vehicles, plus harvesters...

\*does calculations...

thats 36k poly's just for vehicles, which is almost exactly 3.5 the amount of recommended poly's for a map. (although that CAN be bumped, but not if you are making 36k worth of vehicles :/)

remember the engine is awesome, but don't waste all your poly's on moving objects, keep them for eyecandy rather than for vehicles, you can cut that model down to 900 polys and retain its detail through the skin.

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