
Subject: Re: 3D Modeling 1 final proj
Posted by [Veyrdite](#) on Fri, 13 Jun 2008 10:45:31 GMT
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As Doitle said, the engine can handle a *beep*load of polygons as long as they are not textured. Make a sphere for instance, with the highest polygon count RenX/3Dsmax can handle, split it into multiple meshes, export it and watch the W3D engine have fun. The bedroom rocks! Unfortunately it lacks nod Propaganda
