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Subject: Re: Character Polys?

Posted by [N1warhead](#) on Fri, 04 Jul 2008 16:07:49 GMT

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Blazea58 wrote on Thu, 03 July 2008 18:58 You really shouldn't worry what the average polygon counts of renegade were 7 years ago because that is obsolete for the most part , unless nobody has upgraded their pc in that long. For characters they were originally only 700-1000 polygons, which quite frankly isn't anything at all these days.

I personally think 3k per character should be fine.

That is actually quite true .

I didn't think about it like that, thanks for letting me know.

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