
Subject: Re: Sciencepark Renegademap
Posted by [RedOne](#) on Tue, 09 Dec 2008 20:57:06 GMT
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R315r4z0r wrote on Tue, 09 December 2008 12:57Any small flat surface, you don't want more than 2 or 3 polys because too many will result in pointless amounts of processing that just lags the game.

However, large flat surfaces (like ceilings, floors, ground, ect) require a lot more polys to look good, even if it is completely flat. The reason being is that you wont be able to do any vertex lighting or have any fog on your map.

Fog and lighting works on a per-vertex basis. The more polys (and vertexes) you have, the better looking and more accurate the lighting and fog spread will be. If you barely have any polys, it will end up looking horrible.

When do I know if i have 2 or 3 poly's?? The floors I made was 1 small and long box. I converted to edit.ply. And with the vertexes I made it this shape because i needed this shape. Every corner i needed 2 vertexes en because it was a box i needed 4 vertexes. I cant do less vertexes. But was it beter here to make a plane and do extrude??

I made a model and in the replies it seems i did it not very logical. And thats ok i kope to learne to make it better.

I made some screenshots in gmax (however since this afternoon i have 3ds max . I wil reply with the screenshots.

Thx for reply

GrTz Red