
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 01 Jul 2011 19:09:15 GMT

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The base mesh is 5,000 polygons, including the underground ore mines. With the Ore Refinery, the substation, the civilian structures, plus assorted things like power lines, towers, etc, it comes out to 49,000 or so. I haven't added trees yet, or any foliage.

The substation is fenced off now. The Max renders are kind of iffy because I'm using area shadowing from the main light source, and it doesn't play well with alpha channels like the fence.
