
Subject: Re: RA_Fjord

Posted by [Taz](#) on Mon, 01 Aug 2011 10:32:55 GMT

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Not bad.

The cave looks rather low on polygons though. W3D can easily handle 1+ million polygons on 1 single map, especially with today's computers it's no problem. All you have to watch out for is too many materials.

The grass/ground textures also look very low-res. 1024x1024 should be a minimum.

Eitherway, keep up the good work!
