
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Mon, 01 Aug 2011 14:40:38 GMT

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The geometry for the level is running at around 6k polygons. This includes the terrain only. The props, buildings, trees, bushes, etc - those push it around 100k and beyond. I'm aware of how many polygons it can "handle" but I'm not interested in wasting polygons for the sake of it.

The grass and ground are generally 256 to 512. I see no reason to use 1024x. The textures are tiled correctly and have enough breaks in repetition that it's a non-issue. The only thing that requires a large texture is the Ore Refinery, which is a 2048x map. At 1024x or lower, the detail on it becomes indiscernible.

As I've said to other people, I'm not developing this level based on arbitrary design limitations. I'm developing it with the original limitations in mind and exceeding them by roughly 150%. When or if I port this over to UDK, it will use a set of textures that are higher resolution with a full set of normals, specular highlights, etc.
