
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [Aircraftkiller](#) on Mon, 03 Oct 2011 01:23:21 GMT
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You can set each texture to its own UV channel so that it blends seamlessly on different scales. Look at the cliffs in Fjords - the rock is tiled much larger than the grass or ice is. UV 1 and UV 2 will let you accomplish the same thing.

The trees for Fjords are around 150 to 200 polygons each. There's 500 of them in the level, with 1,500 view-oriented bushes. If you're worried about polygon count, don't. Fjords was around 350,000 polygons when completed. The electrical substation in front of the Ore Refinery takes up a good chunk of that count, weighing in around 25,000 polygons. Intelligent texture usage (scaled to fit the object, such as 2048s being used rarely, 1024s being used sparingly, 256s being used often, and 512s being used less often) will keep frame rates up. Adding a visibility system will also help.

You can easily run relatively high-poly levels in Renegade with little frame rate impact. Your material usage and texture usage being used intelligently, with an emphasis on re-using textures as modular pieces will help keep frames up.
