Subject: Re: C&C Tiberium Garden
Posted by Jerad2142 on Tue, 25 Oct 2011 17:54:03 GMT
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danpaul88 wrote on Tue, 25 October 2011 06:11If you want to optimize performance merge all those power lines (and other identical or very similar objects) into a single mesh prior to exporting to w3d. Based on what saberhawk told me once that will reduce the number of gpu calls required to render a frame and thus improve performance.
However, that only works if they have all the same texture. In addition I'm pretty sure what saberhawk told us was pretty dumbed down, because a graphics card draws from furthest view distance to closest, so it's still going to have to switch between draw calls, especially on big objects like long power lines, as it gets closer to you across the scene.