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Subject: Re: Tiberium Refinery WIP

Posted by [Blazea58](#) on Sun, 13 May 2012 02:09:18 GMT

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Looks much better now, but would like to see more pictures of the interior sections, as you haven't shown that since it's been textured. What's the overall polygon count? I just want to get a feel for how many each structure is roughly, and how many polygons an entire base would be.

Have you considered perhaps making LOD models for them? I think it would benefit for maps using these structures to have them rendering at less than half of the polygons when at 150+ metres. I know you won't like this idea, but consider it for the people with low end computers lol.

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