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Subject: Poly Count for Maps

Posted by [IRON FART](#) on Tue, 23 Mar 2004 04:52:22 GMT

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Is that map the Afghanistan map that is the max size a renegade map can be?

Anyway, If i'm not mistaken 300x300 will be a mid-large map.

If you can texture well, and use the right textures, you can make something look very real without it being a very high polygon count. Also put some thought into the map to avoid overloading bare areas with high-poly objects to fill space.

I know I didn't directly answer your question because I don't really know myself. But It should be kept as low as possible.

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