Subject: C&C Commando : Nod Turret
Posted by Sir Phoenixx on Tue, 11 May 2004 23:42:31 GMT

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NodbuggerSir PhoenixxNodbuggerCpo64
Why use more polys then you have too?

Because you can.

That's the n00b excuse.

No. Thats the I'm not a uptight bitch about polys excuse.

No, seriously, that's the 'I don't know what the hell I'm doing with this 3d stuff so I'll just put a lot of unecessary polygons on here for no reason at all.'.

There's a big difference between putting a bunch of polygons into a model just for the sake of having a higher polygon count, and adding actual detail that results in the polygon count going up.