
Subject: C&C Commando : Nod Turret

Posted by [Sanada78](#) on Wed, 12 May 2004 00:22:24 GMT

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I've conducted a little test; I just want to see what everyone's opinion is on what is a good use of polygons and what isn't.

I have 4 pictures (A - D) of some simple objects.

1A. Box with 6 sides.

Polygons = 12

1B. Box with 6 sides.

Polygons = 1200

Both boxes appear the same physical shape, just that one has a lot more polygons. 1B has excess polygons that can be removed without affecting the objects detail.

2A. Sphere with 12 segments.

Polygons = 120

2B. Sphere with 64 segments.

Polygons = 3968

Both spheres have a different physical shape. 2A is a lot more rigid and sharp, where as 2B is a lot smoother. Unlike 1B, none of the polygons are being wasted in 2B. If you were to remove some of the polygons from 2B, the detail will be affected.

State what you think in this format:

Example

1A is a good use of polygons.

<Reason>

There is an obvious factor that performance will decrease with higher detail models, but that doesn't mean that unnecessary polygons are being used.
