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Subject: C&C Commando : Nod Turret

Posted by --oo00o00oo-- on Wed, 26 May 2004 15:40:57 GMT

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once again genocide like i said, think about what you are going to say before you say it or you will just get laughed at.

like Sir P said and at what i was hinting at...those so called "triangles" are still polygons. anytime polygons are rendered by game or even a 3D program for that matter, the polygons are split down to triangles. this is known as triangulation. even when you render out NURBS, the NURBS are converted into triangulated polygons.

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