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Subject: Best poly count? ??

Posted by [Anonymous](#) on Fri, 01 Nov 2002 17:51:00 GMT

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I have been making gun models for about the last week, and I was wondering how much is to much when it comes to polys. I have read alot of people saying that polys aren't the real problem that textures were, but is there an amount of polys that is just to much? ? ? [ November 01, 2002, 17:54: Message edited by: Mpbgw ]

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Posted by [Anonymous](#) on Fri, 01 Nov 2002 18:37:00 GMT

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2000 is the perfect number for all models. All computers can handle it, and when you become good enough 2000 is plenty.

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Originaly posted by Greg: quote:Here is the order of importance when building assets for Renegade (things on top are most expensive so optimize in this order)- Minimize the number of non-opaque polygons (alpha, additive, etc)- Use one material per mesh!- Minimize the number of separate meshes- Minimize the number of textures- Minimize the number of verticesIf you're making objects, you should also only use the WWSkin modifier when absolutely necessary and minimize the number of objects that have "Export Transform" enabled.Maybe you're using a lot of alpha or you need to "clump" your geometry into fewer, bigger meshes.greg As you can see both the number of polygons and the nuber of textures count, but there are more important factors to look at first.

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