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Subject: My god look at the Poly's!!!

Posted by [Anonymous](#) on Sun, 10 Nov 2002 08:11:00 GMT

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Okay most of you are afraid of getting at least 14 000 polys. Well, here is some thing for yah...graphic face models done by the super computers have over 13 million poly's just for the face. In real life technically there is no such thing as poly count on matter. Because for every poly you measure, there is 10 poly's with in that poly, and with in each of those poly's there is 10 more poly's which mathimatically there is an infinite amount of polys on a regular human being. Infinitely as in ither endless poly's, or none at all. Imagine an infinite amount of polys...hmm...that would be fun to have in Renegade

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Subject: My god look at the Poly's!!!

Posted by [Anonymous](#) on Sun, 10 Nov 2002 08:13:00 GMT

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Its Possiable, But can you say -1 fps?

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Subject: My god look at the Poly's!!!

Posted by [Anonymous](#) on Sun, 10 Nov 2002 08:17:00 GMT

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lol

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Subject: My god look at the Poly's!!!

Posted by [Anonymous](#) on Sun, 10 Nov 2002 09:51:00 GMT

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Unfortunately we wont see such high polygon models in games for a while. The xbox only uses 3200 polygon models and still claims to be 'state of the art'(A claim I dont agree with)When getting into such high polygon counts the change becoms less apparent.I doubt I could tell the difference between a 20,000,000 polygon sphere and a 21,000,000 sphere. Eventually you get to the point where increasing the polygon count any more simply reduces the frame rate for no real purpose (for gaming at least)

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Subject: My god look at the Poly's!!!

Posted by [Anonymous](#) on Sun, 10 Nov 2002 10:05:00 GMT

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well what do you expect its microsoft they say everything is stata of the art

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Subject: My god look at the Poly's!!!

Posted by [Anonymous](#) on Sun, 10 Nov 2002 16:43:00 GMT

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quote:Originally posted by blaxsaw:Unfortunately we wont see such high polygon models in games for a while. The xbox only uses 3200 polygon models and still claims to be 'state of the art'(A claim I dont agree with)When getting into such high polygon counts the change becoms less apparent.I doubt I could tell the difference between a 20,000,000 polygon sphere and a 21,000,000 sphere. Eventually you get to the point where increasing the polygon count any more simply reduces the frame rate for no real purpose (for gaming at least)Who cares about frame rate, have you any idea the controller amounts and the structures not to mention the graphic cards would need to be like...Geforce 71. 23 million poly's is quite alot, but hey you never know whats around the corner. You could wake up tomorrow morning with a monkey on your crotch!

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