
Subject: How to keep Models low poly

Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:22:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi im working on ren- paintball ive been getting some nice3 models goin but there way to many poly like 2900!!!! How do i keep them down???

Subject: How to keep Models low poly

Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:28:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well for starters, if you are making a cylinder you dont need more than 8 sides. I never found a reason for more than 8 sides, I usually stick with around 6. But in my Cambodia map, the wooden tower's post are 3 sided and still look great. Just lower the amount of sides you use and delete any polys that no one can see.

Subject: How to keep Models low poly

Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:31:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'll take a look when i get some free time, btw the site is online now at <http://generalhavoc.port5.com> . I'll speak to you later.

Subject: How to keep Models low poly

Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:35:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just use as many sides as are needed for it to appear that shape. 8 sides is plenty for most cylinders, sometimes you can go less, it depends on what you're doing and where it is. You can also use the "Optimize" modifier, just select the objects you want and click on "Optimize", it will calculate which polygons are and aren't needed etc. You can also go through the objects and delete the faces that are inside other objects, the ones that aren't visible from the outside. You can also look at your model, and decide which parts of it could be done with a skin, some parts and details could be completely faked by a good skin.

Subject: How to keep Models low poly

Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:47:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

How do i set the amount of faces for polys for shapes

Subject: How to keep Models low poly
Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i mean sides

Subject: How to keep Models low poly
Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:49:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

when your creating a object the options should appear in the palette to the right

Subject: How to keep Models low poly
Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

When you click on the Cylinder button to create one, it displays a list of different options for creation of a cylinder. One of them is Sides, it's default is 18, which is way too many for the most part. Just change that to 8 and you get a pretty Octagon

Subject: How to keep Models low poly
Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

The faces panel disappears when the object is converted to an editable mesh though, is there any way to change it then? Also would using a geo-sphere make any difference in polys than using a normal sphere?

Subject: How to keep Models low poly
Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Like if you create a 8 sided cylinder, than Convert to Editable Mesh, but now you want a 12 sided cylinder. There's no way to convert it back. You'd have to undo (ctrl+Z). Or you could delete a face, resize the verts out, create polygons to make the extra sides, etc. Or create a new one.

Subject: How to keep Models low poly
Posted by [Anonymous](#) on Tue, 25 Feb 2003 14:03:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

One of them, I think it was the Geosphere, has single polygons for it's faces, instead of the double

polygons for the Sphere's faces.I'd think the Geosphere, with similar settings and size as the Sphere would be less.

Subject: How to keep Models low poly
Posted by [Anonymous](#) on Tue, 25 Feb 2003 14:26:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for your help but what about weapon skinning i need help on that

Subject: How to keep Models low poly
Posted by [Anonymous](#) on Tue, 25 Feb 2003 14:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey GuysCan you tell me does it matter if you use the modifier "MeshSmooth" and then go down to "Smooth Groups" on its options or something like thatWhen I use this it seems to reduce the amount of polygons by a huge amount e.g. 700 - 171

Subject: How to keep Models low poly
Posted by [Anonymous](#) on Tue, 25 Feb 2003 14:53:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cool Thanks

Subject: How to keep Models low poly
Posted by [Anonymous](#) on Tue, 25 Feb 2003 15:04:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

That Cuts the Polys in half with still keeping great quality

Subject: How to keep Models low poly
Posted by [Anonymous](#) on Wed, 26 Feb 2003 04:07:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Sir Phoenixx:Like if you create a 8 sided cylinder, than Convert to Editable Mesh, but now you want a 12 sided cylinder. There's no way to convert it back. Yes you can.....Just dont use the convert to editable mesh command instead pull down the long modifier list in the modifiers tab and click 'edit mesh' this gives you the ability to edit a mesh and select your object again. note it depends what you manipulate in the edit mesh as to whether you will be successfully be able to add sides/segments to your object or change it's values for height etc..Good luck
