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Subject: Vis generation for flying maps..24 hours?  
Posted by [Titan1x77](#) on Sun, 24 Aug 2003 06:29:26 GMT

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I'd like to know how long it took Sanada(oasis flying) and YSLmuffins(Paradox harbor)to create vis...I used a gran setting of 6 and with 8 sets of 30x30 vis planes covering the entire map along with anything that could be walked on....I think I had 6000 seperate vis meshes....its going to total 24 hours..just about.

Is this normal or is it to many vis planes?

It's a big map but not quite as big as paradox harbor...more about the size of oasis flying.

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Subject: Vis generation for flying maps..24 hours?  
Posted by [General Havoc](#) on Sun, 24 Aug 2003 09:30:26 GMT

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You should use the gran. setting of 10 It will speed things up considerably. Also your VIS sectors should be 10 metres between each layer up to the flight roof. 6000 sounds a bit high but I haven't seen the map and it is flying (doubling sectors as the height increases) after all so it may be correct.

It wouldn't be uncommon for a fairly big map to take anywhere of 12 hours and up depending on your processor speed and resources. Check out the VIS tutorial YSLMuffins wrote thats on Renhelp it is very detailed and should help you out. It also has some great tips that I would have never known about VIS unless I read it.

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Subject: Vis generation for flying maps..24 hours?  
Posted by [SomeRhino](#) on Sun, 24 Aug 2003 16:01:07 GMT

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Lower the camera to -500 meters on the Z axis and face it downward. This will take the stress of all those polygons off your CPU, speed it up by 10 fold.

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Subject: Vis generation for flying maps..24 hours?  
Posted by [Sanada78](#) on Sun, 24 Aug 2003 16:56:30 GMT

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I had only set mine to Granularity 12 and Sample Height 10. Overall, it took about 34 minutes but I had quite a bit of manual Vis work to do. I was going to try Granularity 5, but I would've taken 400+ minutes (if I can remember) which is about 6+ hours. I didn't want to wait that long so I just did it at 12.

I may do it again at 5. SomeRhino suggests moving the camera far below the map, I'll try that.

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Subject: Vis generation for flying maps..24 hours?  
Posted by [YSLMuffins](#) on Sun, 24 Aug 2003 17:55:18 GMT  
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Using a higher or lower granularity really doesn't matter that much, because the time you save during the auto-generating time is the extra time you'll spend on Manual VIS point placement, lol.

In addition to your 30x30 planes, I hope you set up the VIS sectors for the ground as well. See the section about "creating your VIS sectors" in my tutorial.

And yes, as long as your VIS layers are separated by 10 meters on the Z axis, it should be fine, and normal.

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Subject: Vis generation for flying maps..24 hours?  
Posted by [Titan1x77](#) on Sun, 24 Aug 2003 19:42:36 GMT  
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my dumbass forgot 1 lil section for the ground mesh ,and yes YSL,I cloned my whole terrain that's walked on plus all the ones for flying...and im running vis all over again,I tried the auto generate for selection(for the new vis planes i had to make)...but that didnt work.

I made the flying planes a bit larger covering just the areas i think it would need....only sped it up by a 4 hours...I have 238,000 points for it to render...this time im looking at 19 hours total

I won't be making any more flying map's anytime soon

YSL do you have a rough idea of how long paradox harbor took?..and which settings you used.

I might go with a gran of 10 for flying maps for now on...Running around and finding vis errors only takes about a good hour or 2 if you know where to look...then just host a beta and get the last few....I think it'd be better to do that for now on...along with somerhino's camara trick.

Thanks for the feedback guys!

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Subject: Vis generation for flying maps..24 hours?  
Posted by [Titan1x77](#) on Sun, 24 Aug 2003 19:47:29 GMT  
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havoc i think i had 6000 polys of vis sectors...the flying planes where 1 poly each while the ground was several poly's per sector.

I think it may of been around 1500 total sectors.

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Subject: Vis generation for flying maps..24 hours?

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Posted by [YSLMuffins](#) on Sun, 24 Aug 2003 20:13:50 GMT

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Paradox Harbor took me two days to auto-generate VIS, with granularity set to 5.

But I wouldn't take that estimation to heart too much, because I was very inexperienced back then and was being very lazy with my VIS work. I was using shoddy meshes and also used the explode method. :-\

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