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Subject: Infantry Polys?

Posted by [maytridy](#) on Mon, 16 Feb 2004 22:09:04 GMT

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How many polygons does the average Renegade infantry model have?

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Subject: Infantry Polys?

Posted by [Sir Phoenixx](#) on Mon, 16 Feb 2004 22:22:33 GMT

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1500 polygons.

(The Havok model that comes with the mod tools is 1566 polygons.)

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Subject: Infantry Polys?

Posted by [NeoSaber](#) on Mon, 16 Feb 2004 22:31:23 GMT

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Havoc isn't quite 1566, that's including the bones, etc. in the count too. The model itself (head and body together) is 896. The models themselves (no bones, or extra stuff) seem to range from 500-1000 for the highest detail models. A black hand sniper is around 590 I think, where as Sydney is somewhere around 940.

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Subject: Infantry Polys?

Posted by [Cpo64](#) on Tue, 17 Feb 2004 00:00:58 GMT

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Well she does have some extra... um... mesh?

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Subject: Infantry Polys?

Posted by [maytridy](#) on Tue, 17 Feb 2004 02:00:58 GMT

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haha, thanks guys.

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