Subject: L.O.D...
Posted by maytridy on Wed, 24 Mar 2004 01:12:31 GMT
View Forum Message <> Reply to Message

Does the Renegade engine automatically lower the level of detail from the first person weapon models to the third person models, so that you don't have to manually model both?

Subject: L.O.D...
Posted by Genocide on Wed, 24 Mar 2004 01:24:53 GMT
View Forum Message <> Reply to Message

No it doest, you have to make different versions but if the 1st person model is low in polygons its pointless making another version of it.

Subject: L.O.D...
Posted by maytridy on Wed, 24 Mar 2004 01:47:07 GMT
View Forum Message <> Reply to Message

Yeah, that's what I thought, but Deadaim says otherwise.

Subject: L.O.D...
Posted by htmlgod on Fri, 26 Mar 2004 11:50:24 GMT
View Forum Message <> Reply to Message

Lol. Deadaim. Unless you're doing something really fancy for first person model, the same mesh can be used for the 3rd person and back models.