Subject: Re: C&C Roleplay 2 is recruiting!
Posted by Blazea58 on Tue, 24 Oct 2006 02:21:49 GMT

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Quote:Remember: Polygons are not a problem, textures are.

I would say its a little bit of both. Polygons aren't a problem on the ren engine until you are dealing with extreme numbers. With roleplay 2 it is more so the ammount of textures being rendered at once which is giving most if not all the slow down in preformance.

I would like guns/vehicles to have a certain polygon average so some things don't look crappy with bump mapping , others would just have that detail modeled instead.

Basically if anyone has stuff below "next gen" polygon counts ill be more then happy to use them, just as long as its not 5000 polygons for a pistol