Subject: The Amazingly Fast W3D Engine
Posted by Sanada78 on Sun, 27 Jun 2004 23:39:33 GMT

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I bet you could make a map with 200,000 polygons and it'd work. But, like some have already said, your FPS would be very low.

My Woodland map was about 128,000 in gmax, maybe more with the objects added in LE. I got around 60 FPS playing it solo most of the time (it had Vis done too). The biggest drop was done to about 30-40 FPS looking over the area with all the trees from the bridge.

Guess I went mad with those very high poly trees and bushes...