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Subject: Why are the 1st and 3rd person weps different?

Posted by [LucefieD](#) on Sun, 26 Jun 2005 05:21:07 GMT

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I looked into this and it turns out the 1st person models are only about 20 polys more than the 3rd so why didnt they use the nice looking models for 3rd? I put the model for 1st person in for the 3rd person shotgun and it looks so much better(I had to rotate the gun but...) I dunno what do you guys think maybe this could be included in a core patch just to make it look better.

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Subject: Re: Why are the 1st and 3rd person weps different?

Posted by [Homey](#) on Sun, 26 Jun 2005 05:35:19 GMT

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Look at the GDI and Nod officers, the gun is nice in 1st and 3rd looks like a big bix with lines on it.

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Subject: Re: Why are the 1st and 3rd person weps different?

Posted by [Halo38](#) on Sun, 26 Jun 2005 11:25:02 GMT

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How about the texture sizes?

The engine copes well with geometry but not with too many large textures this maybe why, I have never really looked at the files so it's just a guess.

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Subject: Re: Why are the 1st and 3rd person weps different?

Posted by [Oblivion165](#) on Sun, 26 Jun 2005 11:50:02 GMT

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/\ Serach Function. This has been topiced before.

Its simply to help with FPS etc etc.

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