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Subject: My first vehicle (MRLS)

Posted by [phlakaton](#) on Mon, 23 Aug 2004 22:23:41 GMT

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In general it's a good idea to spread the polys out evenly. In this case the headlights are drastically reduced and the wheels are not... I'd find a balance between things like that... small details are not really needed either... anywhere the texture can do the work you will not need verts... excuse me... polys. You guys need to think in terms of how many vertices are being used anyway. Smoothing groups... etc... polys can be used in areas where you are not adding more verts... like the bottoms of objects... you don't really need to delete those. It doesn't matter.

At least that is what all these engineers tell me anymore. HEHE.

Model looks like it's in good proportion. Well done other than balanced vert counts.

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