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Subject: C&C Commando : Nod Turret

Posted by [Sir Phoenixx](#) on Thu, 06 May 2004 12:51:53 GMT

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Each one of those holes on the side can't be just 44 polygons, I count about 40 in just the hole itself, you still have to count all of the polygons in the side of the base itself so that the hole can be there...

I count about 18 or so polygons in the side itself, this is an extra 16 polygons to accomodate for the hole (a square is made up of 2 polygons). That's about 60 extra polygons just for that one hole. The others look a lot closer to about 100... So that's 1 hole on each side (That first screenshot in this thread only shows 3 sides of the turret, the front left and back, so I'm guessing the other side will have a hole.), so that's about 240-400 extra polygons just for those 4 holes, plus the 400-500 or so polygons for the rest of the turret.

(Correction: In 3d modeling, triangles ARE polygons, they're not different in this case.)

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