each poly that is a box is divided into 2 triangles, hence making more vertexes.

i showed some of my friends that do 3D for a living this statement. boy did we get a laugh outta that. next time think about what you are saying before you say it or you will just get laughed at again.

Those people who do "3D For A Living" must work for a real low budget company who's desperate for anything that looks just "good".

They and you are also dumbfucks and have the knowlage about engines as good as a dead cow.

The W3D Engine renders in Triangles, yes those 3 sided shapes.

Now stop coming into topics and posting donkey shit that has no relevence to the topic so piss off.