

Doomsday Engine - Feature #1319

Different models for LOD

2004-01-05 17:58 - danij

Status:	Rejected	Start date:	2004-01-05
Priority:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:			
Description Have you played the mega wad Hell Revealed II yet? Unfortunately having sooooo many monsters is crippling Doomsday when using models. This might be avoidable to some extent if different models could be used for each LOD (naturally with a much lower poly count). Labels: Graphics			

History

- #1 - 2019-11-29 16:39 - skyjake
- Status changed from New to Rejected