

MakeHuman - Basic Steps

Step 09:

Reducing Poly Count - <500

I use an Excel spreadsheet to keep track of the triangle (poly) count of each body part as I reduce the count to less than 500. This way it is easier to see where economy is to be had.

		Original	Intermediate	<500
	Hair	3,460	128	40
	Eyes	2,040	12	12
	Head	1,056	350	143
	R Hand	534	254	12
	L Hand	534	254	2
	T-Shirt	2,208	252	146
	Jeans	856	138	98
	Shoes	2,560	112	44
	Total triangles	13,248	1,500	497

1050

Some pulling of vertices is necessary but on the whole achieving a poly count of less than 500 triangles is quite doable.



1051

Postscript

First, I notice I got the right hand and left hand names reversed.

Second, deleting the geometry of the eye and replacing it with two Circle Primitives broke the link with the rig so that when the model was posed the eyes did not follow. Better to modify the existing geometry and keep the link until after you have completed the posing.