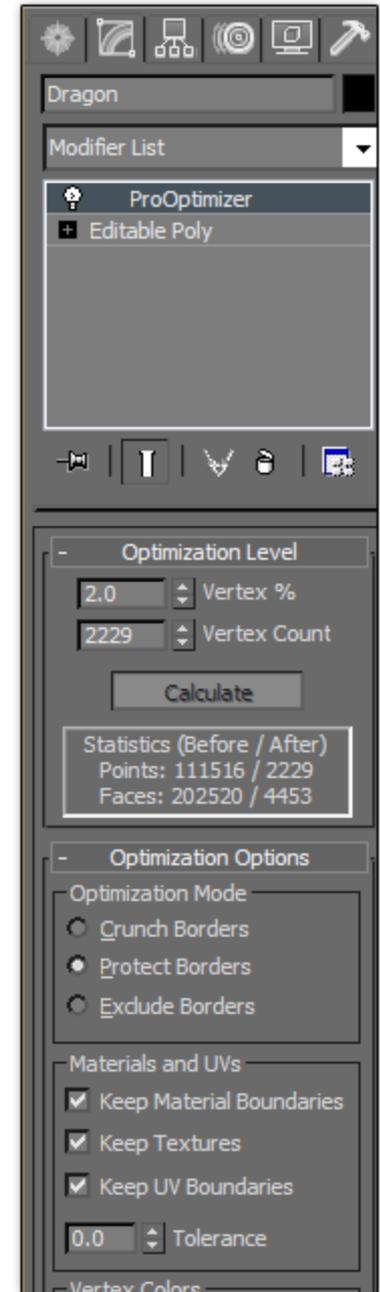
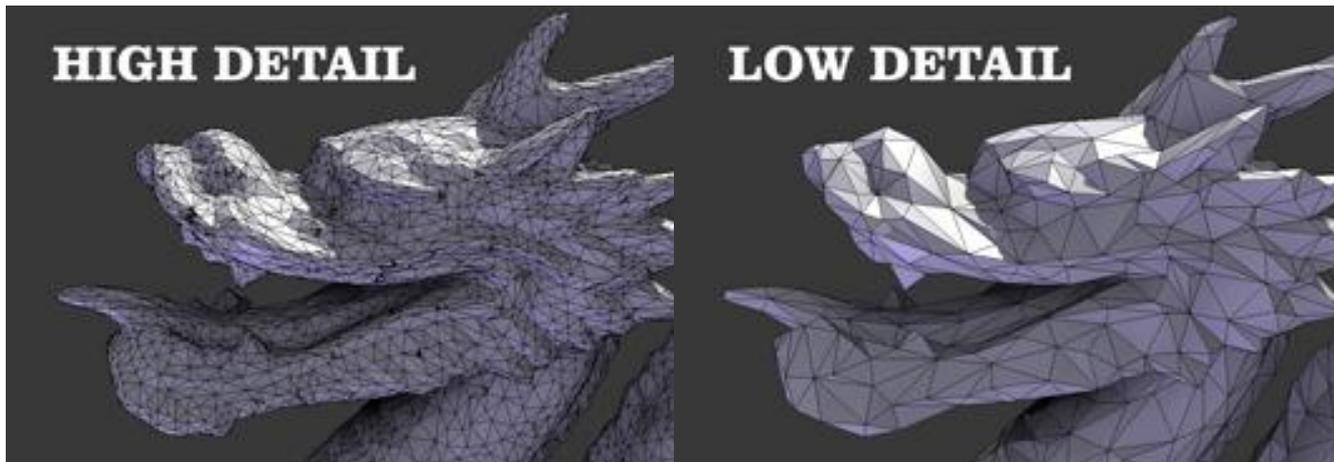


ProOptimize Modifer

Sometimes models are too detailed for realtime use and need to be simplified. If you have 3ds Max 2010 or newer, you can often get a model down to 15% of it's original size using the *ProOptimizer* modifier.

-The default settings work pretty well for most models. Check all the boxes under *Materials and UVs*, click calculate, then adjust *Vertex %* to control the reduction.



Notes

- Usually you run into this problem when working with stock models from sites like Turbosquid.com. Many stock models are designed for still renders rather than realtime use.
- All realtime graphics are limited by the processing power of your computer and graphics card. At their base level, all models are made up of triangles. The total amount of triangles your computer can handle while maintaining 60 frames per second is used to determine your *polygon budget*.
- The *polygon budget* is the total amount of detail you are going to allow in your application. Once you have the budget figured out it is then allocated first to categories, such as avatars, props and the base environment. From there it is used to determine how much detail can safely go into each model.
- Along with the *polygon budget*, there is also generally a *texture budget* since texture space is also limited.
- The polygon budget for a scene is affected by anything that takes processing power. This includes the texture budget, anti-aliasing/multisampling, shaders, and character animation.
- If you need even lower detail than what the *ProOptimizer* can provide, you may need to create the undetailed model manually using the *Editable Poly* toolset.
- For versions of Max prior to Max 2010, you can either use the original but flawed *Optimize* modifier, or purchase a copy of Polygon Cruncher which was the basis for the current *ProOptimizer* modifier.