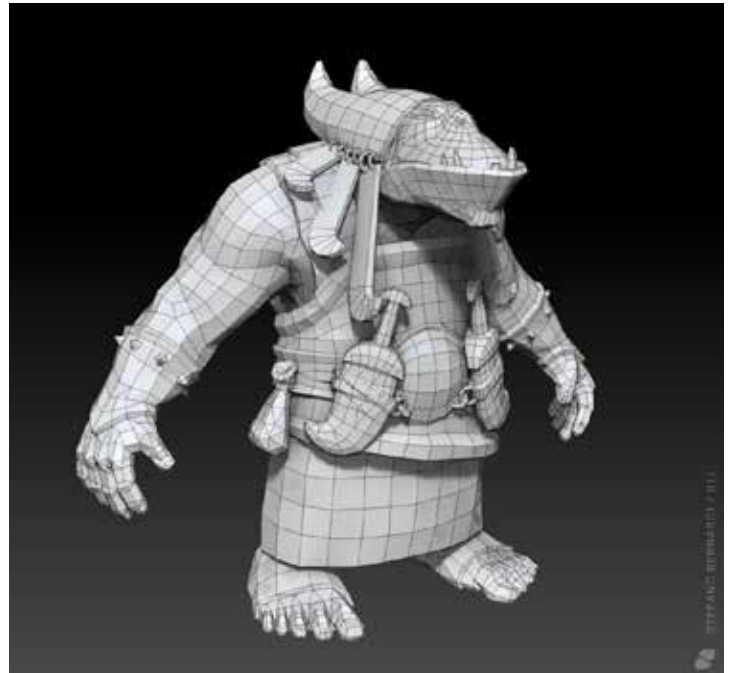




Poly who?

Poly is short for polygon. Character models are built with polygons.

Low-poly models have less detail than hi-poly models. They're often used in video games. Video games run in "real-time" and too many polygons slow the game down.



Hi-poly models are typically used for a movie or TV shows because TV's and films are pre-recorded and don't run in real-time.

