

Test di velocità per luce

Maxwell Render 1.6 win32 - 1024x768

Intel Core2 Duo Q6600 (4CPU da 2,4Mhz) - 3Gb di RAM

1. Dome – 30720 polygons
2. Sun – 30720 polygons
3. Emitter 1 poly – 30720 polygons
4. Emitter 484 poly – 30720 polygons
5. Emitter 1 poly x2 MultiLight – 30720 polygons
6. Emitter 1 poly x22 MultiLight – 30720 polygons

