

Test di velocità per poligoni

Maxwell Render 1.6 win32 - 1024x768

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

1. Sun – 12000 polygons
2. Sun – 30720 polygons
3. Sun – 94080 polygons
4. Sun – 768000 polygons
5. Sun – SubPatches 4 – 14592 polygons
6. Sun – SubPatches 40 – 1459200 polygons

