

Games need to run fast so the models (meshes) in the games need to use as few polygons as possible. The more polygons on a model, the longer it takes for the game engine to process, hence the slower the game play.

The Dune Buggy model has a limit of 20,000 polygons. To keep a running polygon count open *Views - Viewport Configuration - Statistics - Show Statistics in Active View*

Furthermore, all polygons should be 4 sided (A few 3 sided are allowed). This makes modeling a bit more tricky.

1. A check list of parts of essential parts of a dune buggy is:

