

In order to assist users with determining the optimal polygon counts and texture resolutions of characters when working on CRYENGINE projects, listed below are the typical budgets used by the video game HUNT: Showdown.

- [Triangle Counts](#)
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## Triangle Counts

### Hunters (Main Characters)

The Hunters on HUNT: Showdown represent the primary characters of a level or project. The typical triangle count used by these are as follows:

- LOD0: 35,000 - 70,000 triangles.
- LOD3: 5,000 - 8,000 triangles.

Additionally the poly-counts of Hunters on HUNT: Showdown vary depending on their tier; a Hunter with from a higher tier will have significantly higher poly-counts, due to the amount of extra attachments and gear carried by them.

### Grunts (Non-primary Characters)

Grunts are monsters on HUNT: Showdown, and are representative of the non-primary characters of a project. The typical triangle count used by them are as follows:

- LOD0: 25,000 - 35,000 triangles.
- LOD3: 4,000 - 5,000 triangles.

### Bosses (Special Characters)

- LOD0: 25,000 - 45,000 triangles.
- LOD3: 4,000 - 7,000 triangles.

## Texture Resolutions

### Hunters (Main Characters)

Since Hunters on HUNT: Showdown are highly customizable, each of their body parts are assigned separate materials. The resolutions of these materials are as follows:

Body Part	Material Resolution
Face	1024 x 1024
Head	256 x 256
Eyeballs	2048 x 2048 (512 x 512, in some cases)
Eyelashes	512 x 512
Hair	512 x 512
Beard	512 x 512
Brows	512 x 512
Hands	4096 x 2048
Legs	1024 x 1024

The gear carried by Hunters are also assigned materials with the following resolutions:

Gear	Material Resolution
Gear harness	2048 x 1024
Head gear	512 x 512

Chest gear	1024 x 1024
Backpack	2048 x 2048
Bracelets	1024 x 1024
Ropes	512 x 512
Trinket	256 x 256

### Grunts and Armored Monsters (Non-primary characters)

Similar to Hunters, Grunts too have separate materials assigned to different body parts. This is not only because Grunts can be dismembered, but to also allow for easy variations in their designs.

For example, the material assigned to the head of one grunt might be used as the upper body material of another.

Body Part	Material Resolution
Head	1024 x 1024
Hair	1024 x 1024
Upper body	1024 x 1024
Shirts	1024 x 1024
Pants/Legs	1024 x 1024

In contrast, Armored Monsters on HUNT: Showdown utilize a single material with 7 material IDs corresponding to the following parts:

Body Part/Gear	Material Resolution
Body	1024 x 1024
Head	1024 x 1024
Head Armor	1024 x 1024
Armor	2048 x 2048
Organs	1024 x 1024
Legs	1024 x 1024
Tentacles	1024 x 1024

### Bosses (Special Characters)

Spiders, boss monsters on HUNT: Showdown, also utilize a single material with 4 material IDs.

Body Part	Material Resolution
Body	1024 x 1024
Head	1024 x 1024
Organs	1024 x 1024
Hair	64 x 256

### Drawcalls/Lods

- To keep drawcalls to a minimum for the sake of performance efficiency, it's best to combine several smaller, individual textures into a single one.

- It would also be helpful to check out [Asset Performance Guidelines](#) as it features more information on what causes drawcalls.