
Subject: How to keep Models low poly

Posted by [Anonymous](#) on Wed, 26 Feb 2003 04:07:00 GMT

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quote:Originally posted by Sir Phoenixx:Like if you create a 8 sided cylinder, than Convert to Editable Mesh, but now you want a 12 sided cylinder. There's no way to convert it back. Yes you can.....Just dont use the convert to editable mesh command instead pull done the long modifier list in the modifyers tab and click 'edit mesh' this gives you the ability to edit a mesh and select your object again. note it dependes what you manipulate in the edit mesh as to weather you will be succesfully be able to add sides/segments to your object or change it's values for height etc..Good luck
