Subject: How to keep Models low poly
Posted by Anonymous on Tue, 25 Feb 2003 14:50:00 GMT
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Hey GuysCan you tell me does it matter if you use the modifier "MeshSmooth" and then go down to "Smooth Groups" on its opions or something like thatWhen I use this it seems to reduce the amount of polygons by a huge ammout e.g. 700 - 171