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Subject: How to keep Models low poly

Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:59:00 GMT

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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. You'd have to undo (ctrl+Z). Or you could delete a face, resize the verts out, create polygons to make the extra sides, etc. Or create a new one.

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