

---

Subject: First building, your comments?

Posted by [Aircraftkiller](#) on Tue, 18 Jan 2005 21:31:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Do what Phoenixx said. Grab all of the meshes, add the Smooth modifier, and check "Auto smooth." The way the smoothing hides rough parts is how the game engine will treat them. Automatic smoothing is much better, it does the brunt of the work, and you can go manually correct smoothing groups on areas that don't look the way you want them to.

---