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Subject: Re: I don't know how you guys do it.

Posted by [Sir Phoenixx](#) on Tue, 07 Jun 2005 20:10:03 GMT

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Quote:How do you make the vertices into triangular ones and not squares?

You mean how to edit the triangles instead of the square polygons? On the right toolbar, when you go into editable mesh, there's a row of buttons with red images on them, vertices, edges, faces, polygons, object. Select the edit faces button, and you can select and manipulate the individual faces.

Quote:where do you find the view "smooth" + highlights? Looked about 10 solid minutes for this...

Right click on a viewport label (Top left corner of each viewport, "Right", "Front", "Top", etc.), and select the top option "Smooth + Highlights". You can go back to "Wireframe", or go into "Other" and choose a different view.

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