Subject: Re: Cubes

Posted by jamiejrg on Tue, 29 May 2007 20:05:17 GMT

View Forum Message <> Reply to Message

There is another way.

Delete the poly(s)

Select all the polys

Scroll down the editable mesh options and press flip.

Just see what happens.

File Attachments

1) face.JPG, downloaded 250 times

