**Subject: Is there a way??**
Posted by Anonymous on Fri, 18 Oct 2002 17:27:00 GMT
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Is there a feature in gmax which can automaticly reduce the number of polys on an object.  I want to reduce the number of polys on an object from 20,000 to about 4,000, without screwing up the shape to much.  Is this possible, or do i have to do it manually?

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**Subject: Is there a way??**
Posted by Anonymous on Fri, 18 Oct 2002 17:31:00 GMT
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HAHAHA!  I just found out how....optimize mesh!  Duh!    Well this topic may as well be deleted...

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**Subject: Is there a way??**
Posted by Anonymous on Fri, 18 Oct 2002 17:56:00 GMT
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You can do that too by editing your first post of the thread.

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**Subject: Is there a way??**
Posted by Anonymous on Mon, 21 Oct 2002 23:03:00 GMT
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Well, someone else might not know that so its a fine topic greg

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**Subject: Is there a way??**
Posted by Anonymous on Tue, 22 Oct 2002 13:14:00 GMT
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Another way is to remake some parts of the object,you would be surpised how many polys you can slash with losing that touch of art!Take for example, I made this one tank that totals 40,000 polys! after remaking all the boxes and Mis. Objects, I slashed it to a mir 2,000.

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**Subject: Is there a way??**
Posted by Anonymous on Tue, 22 Oct 2002 13:35:00 GMT
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were do i find the optimizer modifier?

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