Subject: Vertex Renx
Posted by Gen_Blacky on Tue, 14 Aug 2007 19:47:08 GMT
View Forum Message <> Reply to Message

When u go to edit poly then scroll down to Edit Geometry Create and place the vertex how do u make it so it part of that scene

like so if place a vertex on a plane it will be part of that plane and when u move the vertex it manipulates the plane.

Subject: Re: Vertex Renx
Posted by R315r4z0r on Tue, 14 Aug 2007 20:18:34 GMT
View Forum Message <> Reply to Message

All you need to do is make sure you make a mesh that has more than 1x1x1 segments. Then convert it to Edititable Mesh, and then turn on vertex mode.

All the intersections between your segments are vertexes that you can move to manipulate the mesh. You don't manually place Vertexes, they are already there.

Subject: Re: Vertex Renx
Posted by Gen_Blacky on Tue, 14 Aug 2007 20:19:53 GMT
View Forum Message <> Reply to Message

i know i need to add more   im not that nub

Subject: Re: Vertex Renx
Posted by R315r4z0r on Wed, 15 Aug 2007 00:40:47 GMT
View Forum Message <> Reply to Message

Change it to a different mode, and extrude it from the mesh. That is the only way I know of adding more vertexes to a mesh.

Subject: Re: Vertex Renx
Posted by Jerad2142 on Wed, 15 Aug 2007 00:50:03 GMT
View Forum Message <> Reply to Message

Attach the modifier "Tessellate" to it and give it a tension of "0", it will probably be over kill but you can always optimize afterward.