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Subject: poly question

Posted by [Anonymous](#) on Sun, 23 Feb 2003 12:12:00 GMT

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Go into the utilities tab and you can miss it. The utilities tab is the one with the hammer on it. And if you go into wireframe mode, each little square or triangle is 2 polys I think. To make something less polys you have to do that when you make it. Like when you make a plane, they're 4 segments. This will give them like 8 polys. I could be wrong. You have to figure it out by yourself... like I did.

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