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Subject: Planes

Posted by [Anonymous](#) on Wed, 23 Oct 2002 21:16:00 GMT

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that would work fine except i only want 1 sides worth of verticies. also, it would be a lower poly count if it was a plane. and 1 more thing, i want to do this with a plane or a hemisphere, i dont think thosr suggstions will werk with a sphere.

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