## Subject: Polygon Errors?
Posted by DeathAX on Mon, 30 Aug 2004 01:25:09 GMT

Right well , I got poly Errors (It seems) In one of my models. I was wondering if there are any ways to prevent or fix these. Here are my errors in a Render.

Back Left Side of the Engine in that picture. Some more of them are up in the top right body part.

They mostly appeared after I booleaned in the Eascape pod on the side. I also tried opening a later scene I didnt boolean it in before and just kind placed the pod in there. It was still there before I booleaned , I just hadent noticed it.

*Usng this account Due to the other one not working*