
Subject: Polygon Errors?

Posted by [PermaGrin](#) on Mon, 30 Aug 2004 01:49:56 GMT

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Few things....

Can you highlight/circle the areas you are tlaking about?

It seems the the face on the bodys appears to be detached, weild the verts around the polgon? Or maybe for some reason you have a different smoothing group on the face.

I think thats what im looking at. Im not sure becuase you show three pics and a vague desription of where things are. I dont know what you engine is or where you escape pod is located.

Make some renders of the spots themselves. Like renders that show close-ups of just that area to better show your problem.

Yet maybe there is someone that can tell you exactly whats wrong based on these pics.

EDIT: After I replied a new pic popped up

It looks to me like the verts are detached on those faces. Try going into vert mode and and selecting all the verts. Then go to merge verts with a distance of like 0.00001 and see what happens.
