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Subject: Polygon Errors?

Posted by [DeathAX](#) on Mon, 30 Aug 2004 20:27:11 GMT

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I havent tested it out in 3Dsmax and then exported it again but I did use a imported .3DS file and extrude the edges then exported to W3d and took a look. It seems it has cleared it up. It should be fine now.

I believe the reason it did this is those place are where I used the create polygon tool. I created polygons along those edges to try and reduce polygons. Thing I could make 6 into 1. It doesnt look right when you do it though as I found out. It also really only appears to look wrong in Gmax. (with the more of Lighted faces)

Next task...get my old account back

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