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Subject: First building, your comments?

Posted by [Sir Phoenixx](#) on Tue, 18 Jan 2005 02:52:56 GMT

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Yeah, whatever you say. :rolleyes:

Quote:Well to diverse from this argument, small question how do I make untextured models appear in that whitish/greyish color but smooth looking? Like when showing an unfinished model.

Select the object, click on the colored square on the right tool bar, select the color you want.

To give it correct smoothing groups, select the polygons that you want smoothed the same way (On a barrel for example, you'd select all of the polygons on the side, and not the top and bottom polygons.) and on the right tool bar scroll down to "Surface Properties" and click on the "1" button, then move along and select the next group of polygons and click on the "2" button (You can keep using the same numbers as long as they're not touching other smoothing groups.).

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