

---

Subject: First building, your comments?

Posted by [Sir Phoenixx](#) on Tue, 18 Jan 2005 03:53:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You can drag the selection box across all of the polygons you want and click on the number, then deselect them and select another group, and click on another number.

Or you can just select the object or all polygons and make the entire thing smooth, but if you add smoothing this way it won't look right, unless it's a sphere or something.

---