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Subject: Re: Need Texturing Help

Posted by [flyingfox](#) on Thu, 28 Jul 2005 11:26:29 GMT

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well first of all i'm not very good with max so if this doesn't sort out the problem i'm sorry.

first convert everything to an editable mesh. in the normal options it gives you, select "faces". under this there are tons of options, one of them is a button saying "divide". before doing this, go into wireframe mode. then click "divide", move to where the face is that is too long, and click somewhere in the middle of it. you will see extra lines appear to show there are now 2 faces instead of one. divide as you see fit. try to keep each face of a reasonable size.

you can also divide edges, which is useful if you want to weld a vertice to an edge but there is no vertice on the edge.

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