

---

Subject: Undo Polygon Tessellation

Posted by [Sir Phoenixx](#) on Fri, 02 May 2003 12:19:54 GMT

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

---

Optimize modifier.

It takes the model, calculates which polygons aren't needed, and combines others.

It's what you do when you finish to lower the polygon count...

---