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Subject: Re: Weapon model dissapering w3d  
Posted by [Mad Ivan](#) on Mon, 12 Jun 2006 17:59:53 GMT  
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Mad Ivan wrote on Mon, 12 June 2006 15:15

I see some polygons, that are simply wrong on his Milkshape screenshot. There are strange bends in some areas, meaning that there could be ugly overlapping edges or messed up verticles on that model. Perhaps, that's the reason the model won't export right in \*.3DS .

That's your problem.

You need to fix the following on your model:

If you compare that to your first Milkshape Render, you'll see that the circled areas have polygons, that grade to black (I am not sure if that's how you use the word "grade" for colors but I think you get the point), meaning that something ain't right with your polys/edges/verticles.

In the red areas I suggest using "chamfer vertex" or something similar.

This is as far as I can go, since I haven't used MS3D in a long time. I hope I helped.

Still, keep us updated

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#### File Attachments

1) [GDI\\_AR1.jpg](#), downloaded 500 times

