Subject: Cubes
Posted by Sn1per74* on Tue, 29 May 2007 17:55:00 GMT

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In 3ds max, when I delete polygons on a cube There is nothing behind it. Merovingian explained to me that they are like plains, and that is why I can see through them. Is there any way I can make it so when I delete a polygon I will be able to see the polygon behind the one I deleted. If you don't understand I will post a screenshot on what I mean. Thanks for the help in advance.