Subject: Re: Cubes
Posted by jamiejrg on Tue, 29 May 2007 20:05:17 GMT
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There is another way.

Delete the poly(s)

Select all the polys

Scroll down the editable mesh options and press flip.

Just see what happens.

File Attachments
1) face.JPG, downloaded 364 times

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help

All | View | X Y Z XY

Top

Front

y
z x

z
x

Left

Perspective

z
y x

z
y x

0 / 100

5   10   15   20   25   30   35   40   45   50   55   60   65

1 Object Selected