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Subject: Re: Looky

Posted by [Cpo64](#) on Fri, 08 Jun 2007 08:48:52 GMT

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Set to vertex mode, select all vertexes, set vertex meld to 0.001, hit weld/meld (can't remember what they called it.)

Switch to poly mode, select all polygons, and hit "align poly faces" or whatever the button is called.

finally, with all polygons selected it, clear all smoothing. If you still want it to be smoothed, hit auto smooth, or do it yourself.

That should fix your funny shadows, if you understand anything I wrote...

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