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Subject: Makin a Mod, like everyone else

Posted by [Sir Phoenixx](#) on Sat, 19 Jul 2003 13:48:29 GMT

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Sycol have the thing almost finished. Need to know the following to complete it:

-How do you take a flat surface and make it curve? I messed with the mesh stuff but that adds stuff to it, I want to like curve it all as it is now.

Extrude. Select the object, go into sub-object polygon mode (the red square icon), and select the side/polygon you want to add a curve to. Extrude once or twice. Re-scale the new segments down to make the curve.

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