
Subject: A question for ppl that have 3ds max
Posted by [Sir Phoenixx](#) on Wed, 20 Aug 2003 12:25:32 GMT
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Skier222just to clraify, Smooth is different for Mesh Smooth

this just might be my defaults or somthin
Mesh Smooth- makes all of the surfaces nice and round, so its "smooth"
Smooth- shows all the polys, flat and rigged

again this might just be me or somthin

Mesh Smooth and Smooth are two completely different things. Mesh Smooth makes an object more rounded. Smooth doesn't do anything more than change how the object is rendered. Without any Smoothing Groups selected it renders the object flat shaded.

Havoc 89the UVW in gmax... but when i made a uvw unwrap thing for an object, and clicked on select face or something like that i forgot. and than selected some faces to re position their vertices, but when i clicked on edit, the vertices wernt selected. and yea... know what the problem is?

Um, could you repeat that, in English?
