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Subject: Gattling Tank by Lode

Posted by [MonkeyPhonic](#) on Thu, 23 Oct 2003 01:36:32 GMT

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Sir Phoenixx

First, Mesh Smooth has nothing to do with this, Mesh Smooth is something completely different.

It is indeed, pardon me, just a slip of the tongue so to speak. But getting smoothing groups right is an essential part of getting a model right. As for whether to use them or not in an untextured render, there are good reasons to do it either way. or even to render as wire frame, tho personally i hate wire frames and don't think they help at all to see detail.

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