
Subject: Very N00bish Question :x
Posted by [Spice](#) on Thu, 27 May 2004 05:29:32 GMT
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<http://www2.freepichosting.com/Images/421450626/37.jpg>

See in that model how there is a type of grid or lines leading to each adjacent vertice. I was wondering how you do this manually. I always open a scene with it like that already and deleted everything then did what i want. Im asking now because Im using 3Ds max now to model and have no scenes to open
