Subject: Polygon Errors?
Posted by DeathAX on Mon, 30 Aug 2004 01:25:09 GMT

Right well , I got poly Errors (It seems) In one of my models. I was wondering if there are any ways to prevent or fix these. Here are my errors in a Render.

Back Left Side of the Engine in that picture. Some more of them are up in the top right body part.

They mostly appeared after I booleaned in the Eascape pod on the side. I also tried opening a later scene I didnt boolean it in before and just kind placed the pod in there. It was still there before I booleaned , I just hadent noticed it.

Usng this account Due to the other one not working

Subject: Polygon Errors?
Posted by PermaGrin on Mon, 30 Aug 2004 01:49:56 GMT

Few things....

Can you highlight/circle the areas you are tlaking about?

It seems the the face on the bodys appears to be detached, weild the verts around the polgon? Or maybe for some reason you have a different smoothing group on the face.

I think thats what im looking at. Im not sure becuase you show three pics and a vague desripction of where things are. I dont know what you engine is or where you escape pod is located.

Make some renders of the spots themselves. Like renders that show close-ups of just that area to better show your problem.

Yet maybe there is someone that can tell you exactly whats wrong based on these pics.

EDIT: After I replied a new pic popped up

It looks to me like the verts are detached on those faces. Try going into vert mode and and selecting all the verts. Then go to merge verts with a distance of like 0.00001 and see what happens.

Subject: Polygon Errors?
Posted by DeathAX on Mon, 30 Aug 2004 02:14:14 GMT

I didnt even think of un welded vertices and never thought to check. That cleared it all up and I cant belive I didnt check. I was about to redo the whole model tommorrow. This is a big relief.

Thanks permagrin and to think I was argueing to post and ask or not.

Subject: Polygon Errors?
Posted by PermaGrin on Mon, 30 Aug 2004 02:23:10 GMT

np

Subject: Polygon Errors?
Posted by DeathAX on Mon, 30 Aug 2004 02:25:04 GMT

After a Rendering a few images in the main spots where the errors were , Its all clean. Mostley the errors were where I was building polygons onto the hull.

All clean. Time for extra detailing. Thanks again Permagrin

Subject: Polygon Errors?
Posted by DeathAX on Mon, 30 Aug 2004 03:08:40 GMT

Renders dont count: They still appear in W3D. It cleared up the max renders though , My original reason for thinking it was ok.

And After I apply a Simple Texture:

Subject: Polygon Errors?
Posted by PermaGrin on Mon, 30 Aug 2004 06:10:10 GMT

One thing I would try (maybe tedious, but may work) would to delete the "wrong" faces. Then use the extrude tool in edge mode (select an edge than etrude it out some). Then using the target

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weld tool, weld the two "floating" verts into the correct place to "replace" the deleted faces.

Might work, might not. Personally its hard for me to determine the exact solution from pictures becuase of two things. 1) I dont know everything   2) Cant really fiddle with pictures the same way you can with the scene file.

EDIT: Im guessing you are modeling and rendering max and it is fine there. Then you export/import to gmax and then export as a w3d, then the same problems occur. Am I correct on this? If so, after you import into gmax, try the same fix you did before by welding all the verts by 0.00001, see if that works. I noticed when I import some of my models from max into gmax all the verts become detached. So then I just do the weld step mentioned above and it fixes evertything.

Subject: Polygon Errors?
Posted by DeathAX on Mon, 30 Aug 2004 06:42:49 GMT
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Yea I tried the same thing in Gmax as I did in 3Dsmax. Before I deleted the faces and used the create poly tool and made some around it , Ill try Extrude Edge.

Subject: Polygon Errors?
Posted by DeathAX on Mon, 30 Aug 2004 20:27:11 GMT
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I havent tested it out in 3Dsmax and then exported it again but I did use a imported .3DS file and extrude the edges then exported to W3d and took a look. It seems it has cleared it up. It should be fine now.

I believe the reason it did this is those place are where I used the create polygon tool. I created polygons along those edges to try and reduce polygons. Thing I could make 6 into 1. It doesnt look right when you do it though as I fouind out. It also really only appears to look wrong in Gmax. (with the more of Lighted faces)

Next task...get my old account back

Subject: Polygon Errors?
Posted by NeoX on Mon, 30 Aug 2004 21:28:47 GMT
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Yea thats a real odd problem, and its a pain in the ass to boot.

Subject: Polygon Errors?
Posted by DeathAX on Tue, 31 Aug 2004 04:07:49 GMT

Yea that worked thanks for the help permagrin. I finished it a few hours ago.

URL: http://www.n00bstories.com/image.fetch.php?id=1101841737

Subject: Polygon Errors?
Posted by PermaGrin on Tue, 31 Aug 2004 04:52:44 GMT

YEAH!! Now to the fun part, unwrapping. Why do you pics show up for a split second and the disappear?

Subject: Polygon Errors?
Posted by DeathAX on Tue, 31 Aug 2004 06:10:04 GMT

I hate unwrapping. which im not too experienced in. I used this tutorial if anyone needs to learn how. (Also NeoX taught me the bulk of unwrapping)

http://waylon-art.com/uvw_tutorial/uvwtut_01.html

Hmm might be something with your browser and cookies. I use Mozilla firefox and they appear fine. IE contracts all kind of weird stuff if your using that.

If you hit the auote button you cna get the URLS for images you can see and post them in your browser.

Subject: Polygon Errors?
Posted by DeathAX on Tue, 31 Aug 2004 06:56:46 GMT

err... Delete this post. Refresh error.