Subject: Undo Polygon Tessellation
Posted by Sanada78 on Tue, 29 Apr 2003 00:51:59 GMT
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Is it possible to undo tessellation on polygons? I ask this because my map has objects that have tessellated polygons that I want to undo and make them have fewer polygons.

Subject: Undo Polygon Tessellation
Posted by JRPereira on Tue, 29 Apr 2003 01:09:34 GMT
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Divide edges and target weld

Subject: Undo Polygon Tessellation
Posted by maytridy on Tue, 29 Apr 2003 01:15:51 GMT
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You could try the optomize modifier. The cap holes modifier also does a really nice job on reducing polygons.

Subject: Undo Polygon Tessellation
Posted by NeoX on Wed, 30 Apr 2003 20:30:22 GMT
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you can do it by hand for example you have a box that has 6 polys for one face you got to editable mesh polygons then seclet all the polys you want to make one together then delete them then look for create in the sub options of polygon modifier and follow the edge of where you want it to be a polygon
ill make a video

Subject: Undo Polygon Tessellation
Posted by Fabian on Thu, 01 May 2003 22:27:55 GMT
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i still think the optimize modifier is your best bet.

Subject: Undo Polygon Tessellation
Posted by spreegem on Fri, 02 May 2003 11:00:36 GMT
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What is the optimise fitter???

Subject: Undo Polygon Tessellation
Posted by Sir Phoenixx on Fri, 02 May 2003 12:19:54 GMT
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Optomize modifier.

It takes the model, calculates which polygons aren't needed, and combines others.

It's what you do when you finish to lower the polygon count...