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