Subject: vertex paint then optimize
Posted by OrcaPilot26 on Wed, 11 Jun 2003 20:24:44 GMT
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Well, you're gonna have to redo the vertex colors after optimizing, I don't see a way around that, as for adding vertices, you've got several options, you can use the cut tool to cut holes in a mesh, I don't advise this because it's not very precise, or you could select an edge and divide it, you might have some problems with the triangular polygons but that is fixed if you convert it to an editable poly and edit the triangulation.