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Subject: Re: My First Models

Posted by [GEORGE ZIMMER](#) on Tue, 21 Oct 2008 23:06:10 GMT

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Alright, you know the vertex selection (Dot selection) mode? Go into that when editing a mesh, select two or more dots, put them in one location, then find the "Selected" button. The numbers to the right of it is how close dots need to be together to weld. If you want them to have to be in the same exact position, set it to 0.001.

This can be handy for reducing poly's across a flat mesh.

Blazea58 posted a few tutorials to better explain how to use extrude and weld on renhelp.net.

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=120>

and

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=121>

While you don't have to follow them exactly, try to understand as best you can. Welding, extrude, snap, and so on are incredibly handy tools for making awesome looking stuff while using as little poly's as possible.

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