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

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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 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.