
Subject: Add polygons

Posted by [Gen_Blacky](#) on Sat, 23 Aug 2008 03:30:41 GMT

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I made simple shape out of the spline tool what is the best way to add polygons into the shape, tessellate gives you really ugly polygons or is it just easier to make the shape by making a plane and just moving the vertexes around

Subject: Re: Add polygons

Posted by [samous](#) on Sat, 23 Aug 2008 03:41:20 GMT

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What?

Subject: Re: Add polygons

Posted by [Sn1per74*](#) on Sat, 23 Aug 2008 16:52:02 GMT

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You could extrude the shape and mess with it that way... It'll give you a prism of somesort if that's what you're looking for.

Subject: Re: Add polygons

Posted by [R315r4z0r](#) on Sat, 23 Aug 2008 17:57:06 GMT

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Mesh smooth?

Subject: Re: Add polygons

Posted by [Gen_Blacky](#) on Sat, 23 Aug 2008 19:17:30 GMT

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R315r4z0r wrote on Sat, 23 August 2008 12:57Mesh smooth?

ah ty that made decent polygons
