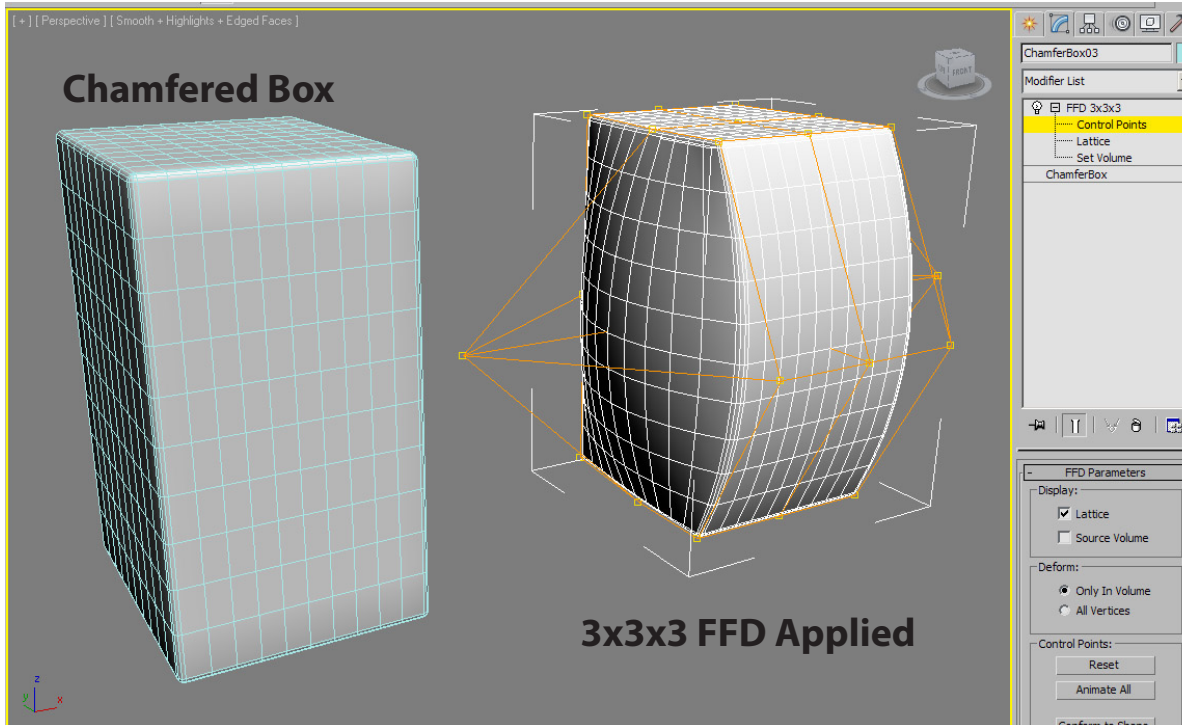


Modular Structure with Curved Surfaces



1. You can curve the surface of a mesh using an FFD modifier.

As always, the lower the number of segments, the "lighter" the model. Lighter models load faster in a game engine.

