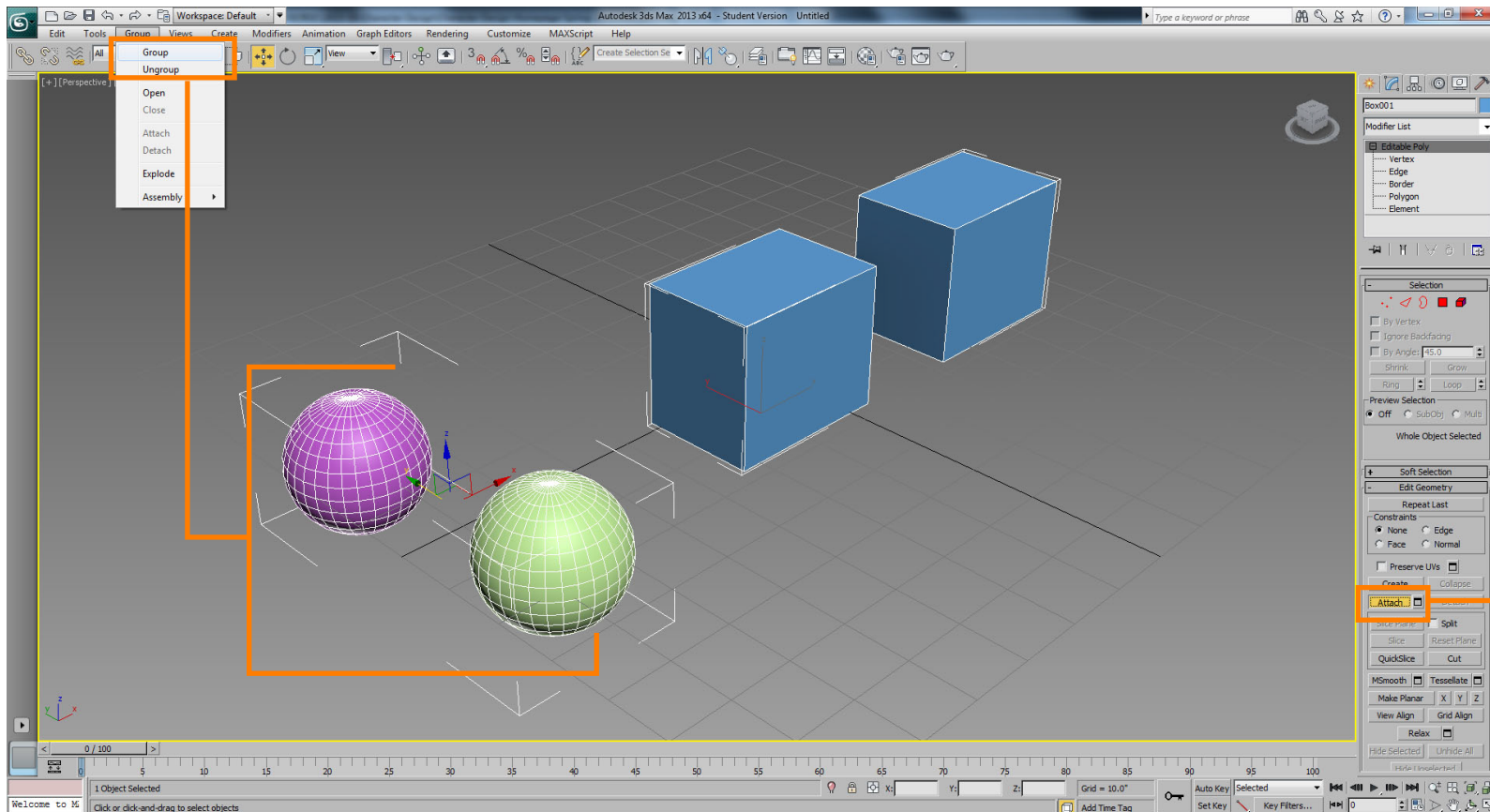


GROUPING AND ATTACHING

Grouping and attaching are similar in some respects but have important differences.

Grouping is done by select the objects, dropping the “Group” panel and choosing “Group”. The usual purpose is to make it easy to select several objects at the same time so you can move them around in your scene.



Attaching takes two separate meshes and turns them into one. This is important when building complex models and when exporting meshes into the UDK video game engine. To attach, one mesh must be an Editable Poly or Editable Mesh. Click the “Attach” tool and then click on the mesh you want to attach.