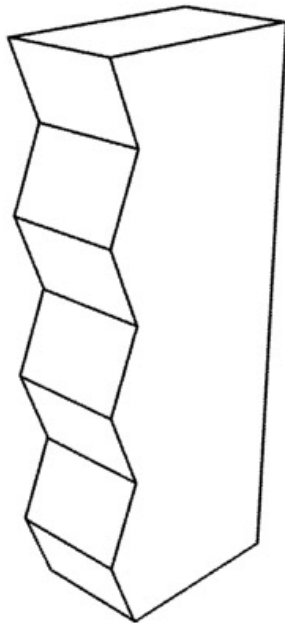


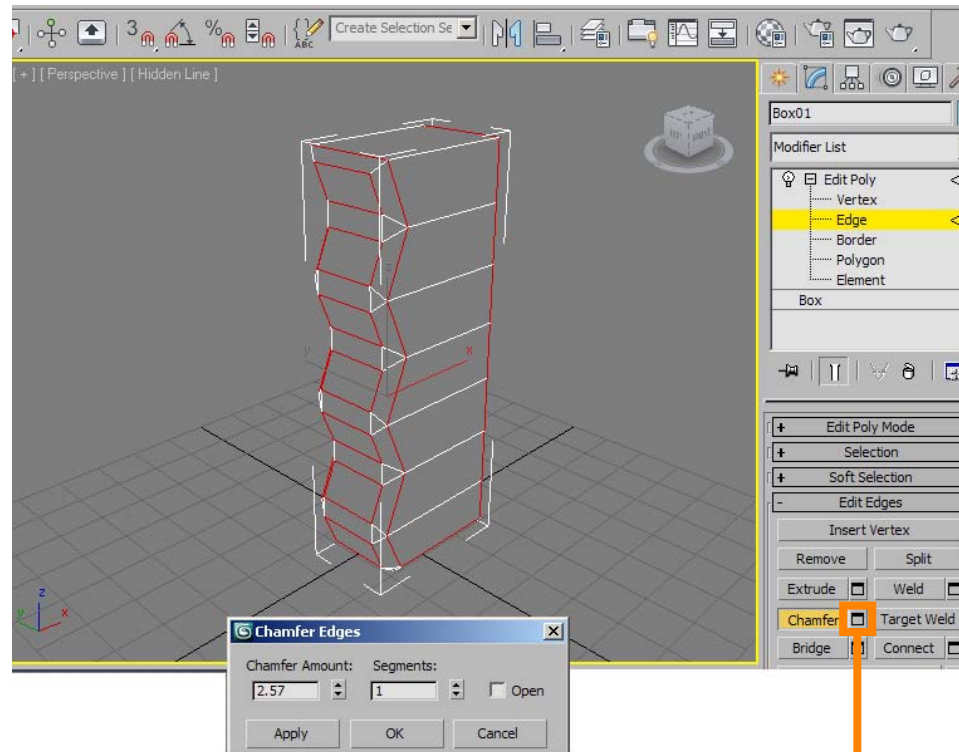
3D CHARACTER DESIGN

In game playing you want your meshes (models) to render quickly, so the game moves fast. Meshes with too many polygons slow the game down. To make your meshes look smooth but not use too many polygons, you need to adjust their "Smoothing Angles".



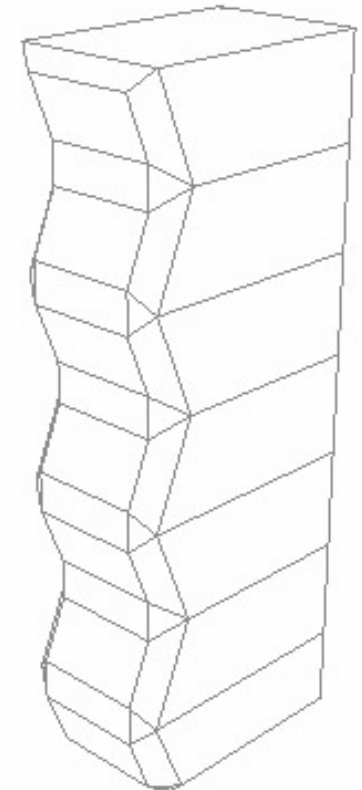
1. The first step to smoothing a grip like the one to the left is to "chamfer" the corners.

2. Chamfering will add a few more polygons to the mesh but not as many as say adding a "TurboSmooth".



3. Select the edges you want to chamfer, then open the chamfer dialog box and adjust the scroller.

The edges will split.



4. The mesh will then look like this

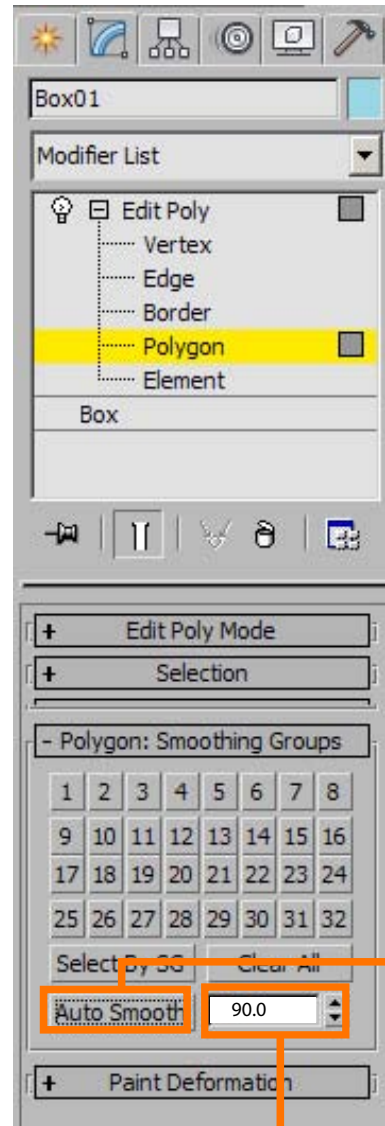
OPACITY MAPS

Next we'll add "smoothing" to the new polygons.

1. Select the polygons you want to smooth



3. Click the "Auto Smooth" button



2. The angle setting determines if the polygons will smooth. for example, 90° is a good setting.

