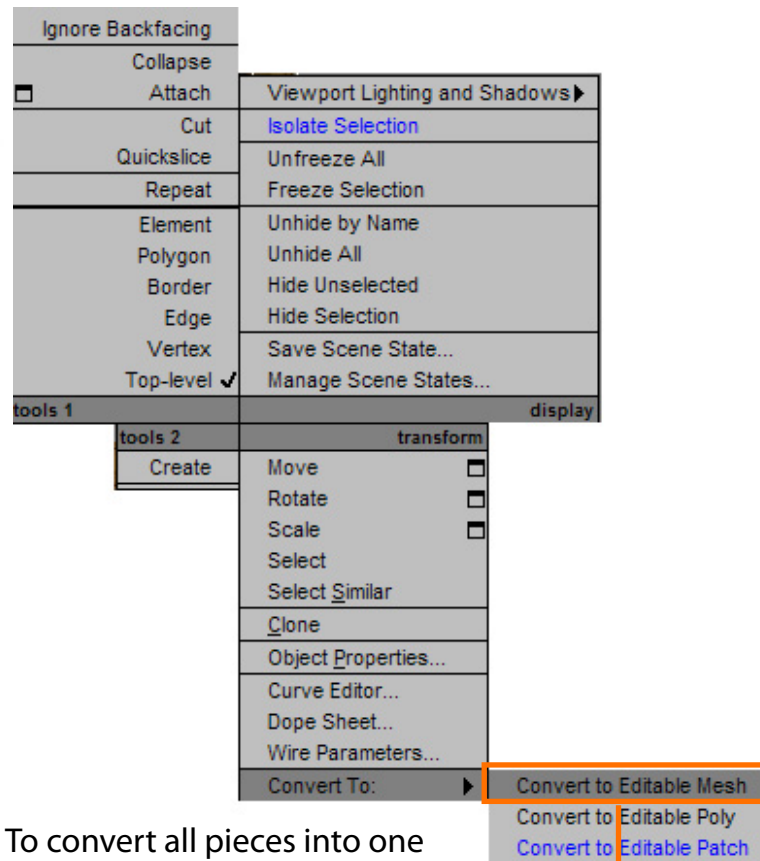Career Technical Education
SoCal ROC

Why save as "Editible Mesh" if we use "Editible Poly" to model?

In 3D Max you can model in both Editible Mesh or Editible Poly modes. But Editible Poly gives you more options: like "Inset" and "Hinge for Edge". But the UDK engine prefers Editible Mesh object. The materials you use on your models import into UDK much better when the models are saved as "Editible Meshes.

Chair Leg

Modifier List

+ Editable Mesh

| Selection |
| Soft Selection |
| Edit Geometry |
Create	Delete
Attach	Attach List
Break	Turn

Ignore Backfacing
Collapse
Attach — Viewport Lighting and Shadows ▶
Cut — Isolate Selection
Quickslice — Unfreeze All
Repeat — Freeze Selection
Element — Unhide by Name
Polygon — Unhide All
Border — Hide Unselected
Edge — Hide Selection
Vertex — Save Scene State...
Top-level ✓ — Manage Scene States...

tools 1   display
tools 2   transform
Create — Move ☐
Rotate ☐
Scale ☐
Select
Select Similar
Clone
Object Properties...
Curve Editor...
Dope Sheet...
Wire Parameters...
Convert To: ▶ — Convert to Editable Mesh
Convert to Editable Poly
Convert to Editable Patch

1. To convert all pieces into one "Editible Mesh", first right click any piece to bring up the dialog box and select "Convert to EditibleMesh".
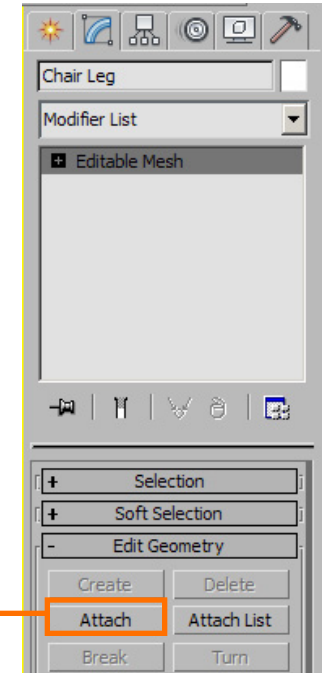
2. Now, in the Modify Panel, select the "Attach" button and click on all the other parts of the model. This will make all the individual parts into one Editible Mesh object.