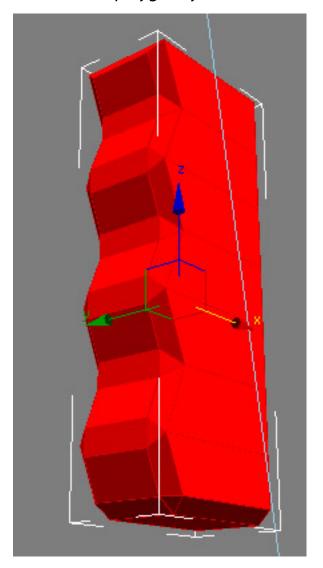


OPAGITY MAPS

3D CHARACTER DESIGN

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

1. Select the polygons you want to smooth



* 2 2 0 2 / Box01 3. Click the "Auto Smooth" button Modifier List Vertex Edge Border Polygon Element Box | T | 😾 8 | 🚌 Edit Poly Mode Selection - Polygon: Smoothing Groups 4 5 6 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 Select Dy SG Auto Smooth 90.0 Paint Deformation 2. The angle setting determines if the polygons will smooth. for example, 90° is a good setting.