

NORMALS

Normals refer to the side of a mesh that will actually be visible. 3D Max usually create only one side (an outside) for a mesh. This is to save memory: why create an inside if no one will see it? The illustration below shows a teapot with the normals set correctly on the left and the normals reversed on the right.



Correct Normals



Incorrect Normals

Sometimes when modeling, particularly when "Lathing", the normals get reversed. You can use the "Normal" modifier to fix this.