

Intro Blender Mesh Modeling-Smooth

By Mr. D at Delta 3D

This short paper deals with adding smoothing to your Polygon Mesh in Blender 2.42a. In this version of Blender the use of **Smoothing Groups** is not supported, meaning Blender alone decides Smoothing for a face; and this can be either **On - Smooth** or **Off - Solid**.

The use of Smoothing Groups is to be addressed in a later version, so always look for updates.

Open a scene up in Blender, default will put a Cube in your seen so first thing to do is delete this. It should already be selected so simply hit the 'Delete' key and answer 'OK', if not select and delete.

To better observe Smoothing we'll go ahead and create an UVsphere so in the **Information Type Header Bar** do an **Add > Mesh > UVsphere** (A popup appears under your cursor so don't pull away when you click, seeing no pop up under your cursor means you did and try again). Also try using the **ToolBox/MarkerMenu** if you like by clicking and holding in an open area of the **3D View Window**.

The default number for *Segments* then *Rings* is 32, but you don't need that dense a mesh so take both down to 16 or so. When done you should see a Sphere where the faces are flat/solid with no smoothing to them. Go to '**Edit Mode**' by **3d View Header Menu-Edit Mode** or simply hit the '**Tab**' key if not in Edit already and select **Faces** for sub-component type.

If you do not already have one setup make a '**Buttons Window Type**' and chose the **Editng Panel**.



Now in the Buttons View look for '**Link and Materials**'. 1) in the image to the right I have my Buttons View setup in a vertical window, and the Link and Materials area could not be seen. So I collapsed Mesh Tools and Mesh Tools one to reveal it. They can also collapse horizontally, and as Blender does not allow you to slide your Window options, you may need to do the same. That's what the arrow in front of the Actions Names does.



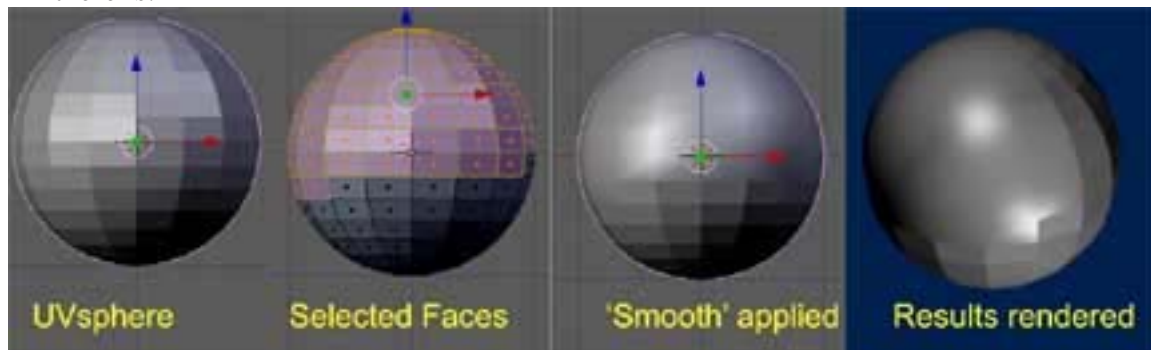
Contained within, at the bottom, you see two buttons 2) *Set Smooth* and 3) *Set Solid*. These are your only choices currently, meaning your Face can be smooth or not. Your can not specify a specific Smoothing Groups as of version 2.42a.

So in **3D View - Edit Mode - Faces** pick some Faces.

- 1) Hold shift and click

- 2) Hit **'b'** key marquee select
- 3) **'Ctrl RMB'** to lasso select

When you've selected what you want just press the **'Smooth'** button, that's about all there is.



Keep in mind you can always switch a Smooth Face back to Solid, by selecting the face and clicking Solid.

Note: Keep in mind there are no smoothing groups to control in Blender as of version 2.42a. So you can not change individual faces or groups of faces.

Also this means when you attempt to export a Blender object into another 3d Program such as 3dsMax through the .3ds exporter you will get no carry over of smoothing, because Max would need *smoothing groups* assigned, which Blender does not use.