

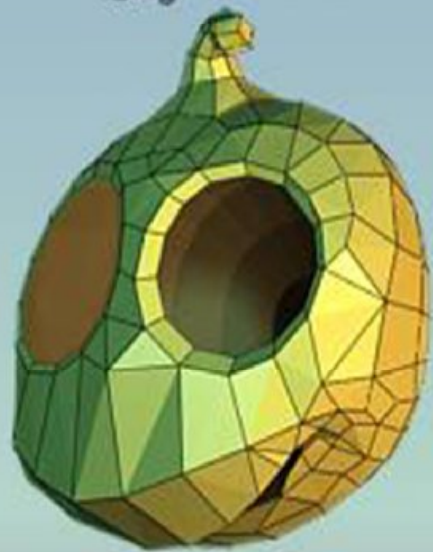
**Low poly modelling  
with edit mesh / edit poly,  
and meshsmooth with creasing.  
(untextured)**

**Glenn Melenhorst**



**3ds max<sup>™</sup>**

Original Mesh



Meshmooth



Meshmooth using  
Control Level



Daniel Martinez Lara

3ds max™



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Daniel Martinez Lara   
[www.pepeland.com](http://www.pepeland.com)



3ds max

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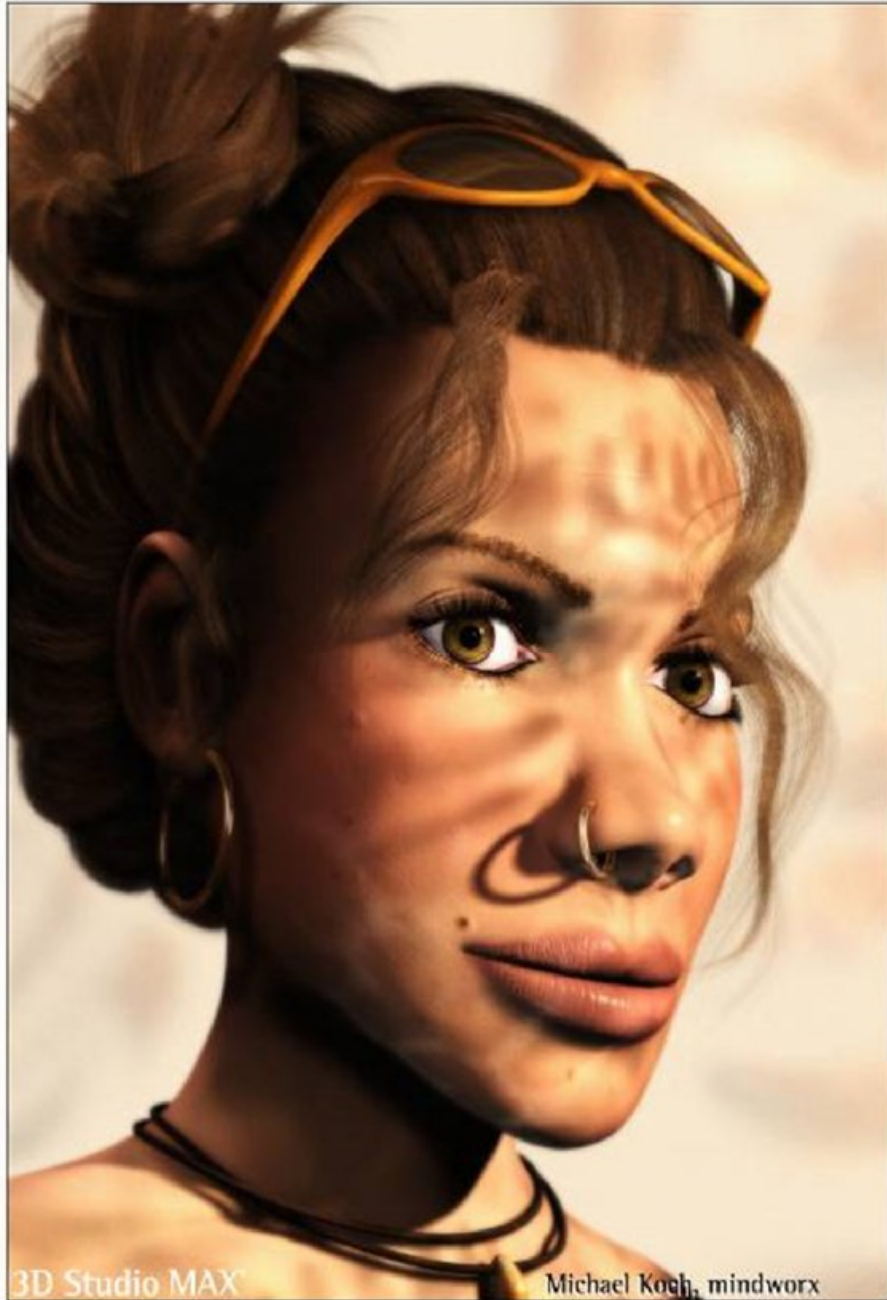
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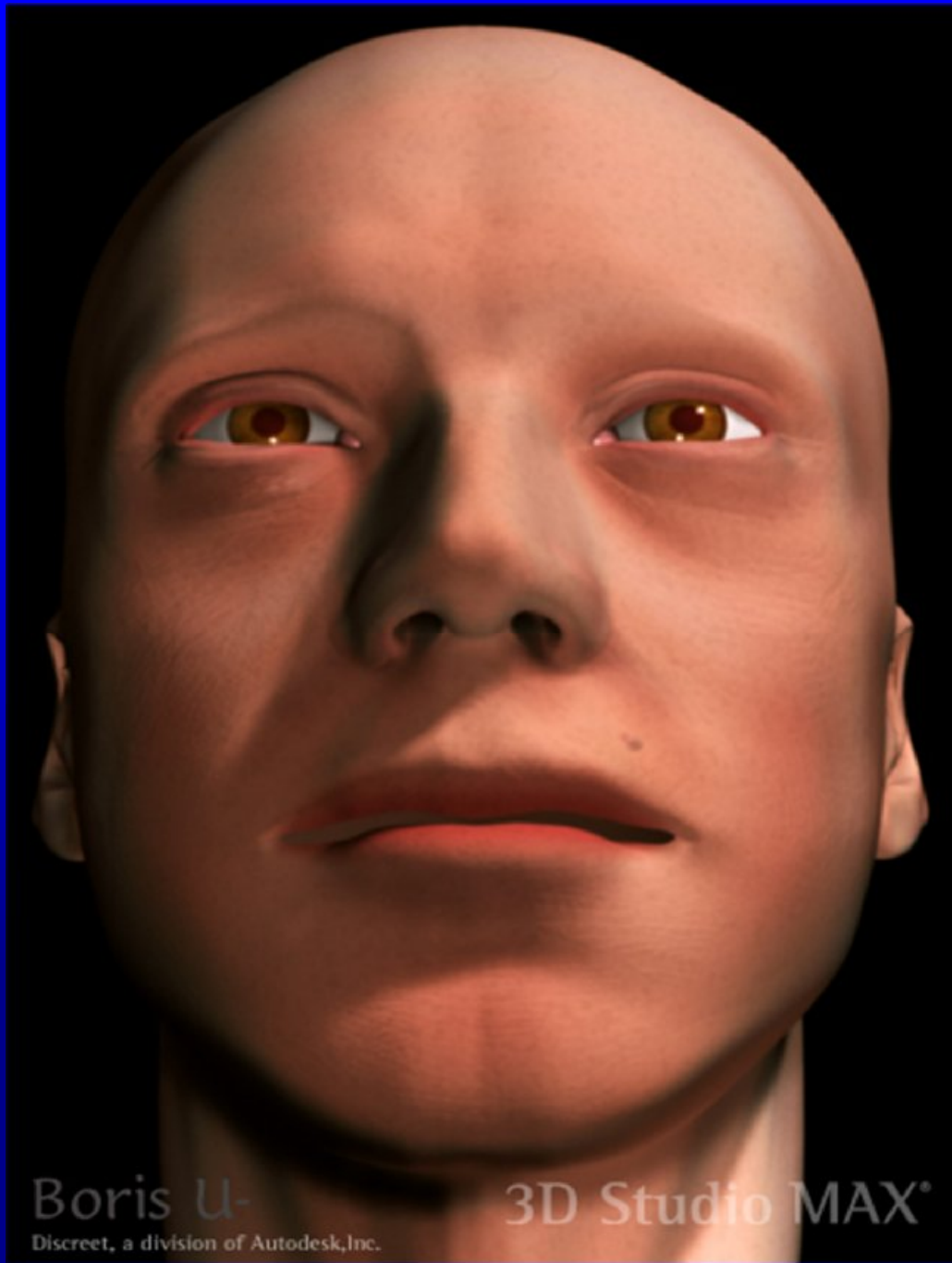
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3D Studio MAX

Michael Koch, mindworx





Boris U-  
Discreet, a division of Autodesk, Inc.

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