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Subject: Tutorial: How to fix non-manifold issues  
Posted by [WiKKiDWidgets](#) on Wed, 17 Jun 2009 03:04:25 GMT  
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OK, lets try this again!

Time and time again I see folks confronting the non-manifold monster. So instead of replying to the latest cry for help, I have written a detailed tutorial for fixing non-manifold issues with simple models. (Complex models may require another tutorial.)

Changed document to .PDF as per ]BaRT's suggestion.

Document:

<http://www.wikkid-widgets.com/RepairingNon-manifoldmesheswithBlender.pdf>

Download Blender from:

<http://www.blender.org/download/get-blender>

Please feel free to suggest changes.

Peace

WiKKiD Widgets

Version: 1.3 - June 17, 2009

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Subject: Re: Tutorial: How to fix non-manifold issues  
Posted by [bartv](#) on Wed, 17 Jun 2009 08:42:44 GMT  
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Super interesting, but I can't open the file (I'm using OpenOffice). A better format would be PDF, could you try that?

Cheers,

Bart

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Subject: Re: Tutorial: How to fix non-manifold issues  
Posted by [elf](#) on Wed, 17 Jun 2009 11:16:41 GMT  
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hi there.

i was following this tutorial.

but the file has no images. it only shows squares.

i opened it with Office Word 2007.

can you upload a version with images. i can't see if i'm doing it right without them..

thanks in advance.

and great tutorial so far..

even if you don't know anything about blender (like me) you can repair the model with this kind of tutorial

thanks

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Subject: Re: Tutorial: How to fix non-manifold issues

Posted by [WiKKiDWidgets](#) on Wed, 17 Jun 2009 13:25:06 GMT

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Please see first post for current version.

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