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Subject: Inverted normals in mesh

Posted by [NightmareHero](#) on Sun, 11 Oct 2009 00:28:26 GMT

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I was just told that my mesh has inverted normals even though in appearance in Hexagon and Blender the mesh appeared correct when I exported it from Blender in STL format and imported it again into Blender. Since I'm not too familiar with Blender but I have used it, how do I correct the problem in this program?

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Subject: Re: Inverted normals in mesh

Posted by [Inlite](#) on Sun, 11 Oct 2009 02:48:19 GMT

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The quickest method is to select the whole model in edit mode (<A> Key = select all) and press <CTRL>+<N> to "recalculate normals outside". You can also while in edit mode go to "mesh tools more" panel and press the "draw normals" button to see which way they are pointing. that way if you find individual normals that the auto recalculate didnt fix you can select them and hit <W> for specials menu and "flip normals"

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