Subject: Polygon Count in Blender
Posted by cadalu on Thu, 24 May 2012 21:36:22 GMT
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I see the bar above in Blender. Shouldn't this mean I'm well below the 1 mil limit? Yet when I upload SW tells me I'm over the limit. I see the same count in Netfabb. My models under 500,000 are going through but my others aren't. I know SW software adds some polygons but surely not this many?? What am I doing wrong? Thanks for your help!

File Attachments

1) ScreenHunter_01 May. 24 14.28.gif, downloaded 180 times

Subject: Re: Polygon Count in Blender
Posted by stannum on Thu, 24 May 2012 21:58:09 GMT
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Blender is reporting faces (triangles and quads). SW counts raw triangles. Convert everything to triangles (or save and load STL back, for example) and check the Blender number again.

Subject: Re: Polygon Count in Blender
Posted by cadalu on Fri, 25 May 2012 01:30:34 GMT
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Thanks stannum, I always seem to get myself into trouble in Blender. Off to reconfigure, thank you!

Subject: Re: Polygon Count in Blender
Posted by Mswlik on Tue, 26 Jun 2012 16:25:48 GMT
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If you need to reduce your face count from there you can use the decimate modifier but you may have to UV map it again