
Subject: Re: Mesh decimate for DXF data formats
Posted by [David Fanning](#) on Thu, 11 Dec 2003 18:48:48 GMT
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Neil writes:

- > You can use Mesh Decimate to reduce the number of
- > vertices, but when i tried it for an aircraft it took an important
- > artifact away - the wings.

This is just *one* of the reasons I love working with
computer software. :-)

Cheers,

David

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