

Strata 3D - Legacy Versions

Flipping Normals - 2002-04-10

Question: How can I change the direction of the normals?

Answer: I was messing about with Strata Pro today, making some simple booleans, and I ran into an old problem some people have noticed in the past.

When I replicated the object at a -1 scale on the x axis (to mirror it) it flipped the normals. In the old Studio Pro Blitz days there was an explicit flip normals command that was deleted in SSP 2.5.3, leaving us with no (apparent) recourse.

Well today, on a lark, I went into the object properties, clicked the Scaling radio button, the percent radio button, locked all the axes and entered -100% in one axis.

Voila' flipped normals.

Unique solution ID: #1002

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