



Appearance



[ax] Revert

☐ [ao] Override

Hide

Color:

Show:

Shading

[Cf]

☐ [af] Faces

[Ce]

☐ [ae] Edges

[Cn]

☐ [an] Normals

[Cb]

☐ [ab] BBoxes

☐ [aV] Vects

☐ [av] Facing Normals

☐ [al] Shade Lines

[0as] Constant

[1as] Flat

[2as] Smooth

[3as] CSmooth

☐ [at] Texture

☐ [aC] Concave

1

[aw] Line Width

1

[ah] Normal Length

10

[ad] Patch Dicing

Normalize

[0N] None

[1N] Individual

[2N] Sequence

[3N] Keep