

3ds Max STL Smoothness

CHAT-0056 / REV EXPORT-03 / 2026.02.08

A conversation-specific public summary of 3ds max stl smoothness, distilled from the supplied export. The detailed excerpts remain available in the released note file.

STATUS	RECOVERED / SPECIFIC NOTE
CLASSIFICATION	SYS
MATERIAL	CHAT EXPORT / BUILD & TOOLS
DISPOSITION	PUBLIC CONVERSATION EXCERPTS / REDACTED
CATEGORY	Build & Tools
RECORD TYPE	build-thread

TECHNICAL NOTES

Conversation-specific knowledge extracted from the 3ds max stl smoothness discussion.

CONVERSATION / QUESTION AND CONTEXT

I have a 3d model of a buddah I downloaded, it is a 3d max file however when I export it as a stl it pretty rough, how to I change the smoothness

CONVERSATION / EXTRACTED GUIDANCE

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- Very few faces
- Obvious flat facets
- *Steps
- Select the model
- Modifier List -> TurboSmooth
- Settings:
- Iterations: `1-2` (start with 1)

SPECIFICATION

SOURCE	Supplied ChatGPT export
CATEGORY	Build & Tools
CONVERSATION	5 user turns / 5 assistant turns
ATTACHMENTS	10 references detected
PUBLIC DETAIL	Extracted knowledge + excerpts

DEVELOPMENT HISTORY

2026.02.08 / EXPORT-04

Matched to the supplied export; key guidance is surfaced separately and the raw transcript remains unpublished.

RELEASED MATERIAL / SOURCE LINKS

CHAT-0056-public-note.txt

PUBLIC-SAFE CONVERSATION NOTE / UNIQUE FILE

<https://u225x.com/downloads/chat-records/CHAT-0056-public-note.txt>

RETURN TO THE LIVING RECORD

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This PDF preserves the public notes at this revision. Visit the record for updates and attached images.

<https://u225x.com/record/CHAT-0056>
