

Smooth extra fingers 3ds Max

CHAT-0309 / REV EXPORT-03 / 2025.12.04

A conversation-specific public summary of smooth extra fingers 3ds max, 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 smooth extra fingers 3ds max discussion.

CONVERSATION / QUESTION AND CONTEXT

What is the easiest way to smooth out these 2 fingers that shouldn't be there in 3d studio max

CONVERSATION / EXTRACTED GUIDANCE

1. --
2. Remove the extra finger shape by:
3. Selecting the vertices that form the extra lump
4. *Use "Target Weld"* to pull them into the correct finger
5. OR *Use "Remove" (NOT Delete)* to collapse edges without leaving holes
6. Brush over the area
7. Strength: 0.2-0.4
8. Iterations: 5-20

SPECIFICATION

SOURCE	Supplied ChatGPT export
CATEGORY	Build & Tools

CONVERSATION 3 user turns / 4 assistant turns

ATTACHMENTS 14 references detected

PUBLIC DETAIL Extracted knowledge + excerpts

DEVELOPMENT HISTORY

2025.12.04 / EXPORT-04

Matched to the supplied export; key guidance is surfaced separately and the raw transcript remains unpublished.

RELEASED MATERIAL / SOURCE LINKS

CHAT-0309-public-note.txt

PUBLIC-SAFE CONVERSATION NOTE / UNIQUE FILE

<https://u225x.com/downloads/chat-records/CHAT-0309-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-0309>