

[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