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<b>Aston</b>	Martin	Smooth	Mesh	wire	file
Posted by	Shaderzup	- 2015/04/29	12:44		

I imported mesh data into Maya and smoothed it out for more data. It has been split in half and put on a symmetry layer for those who would like to compare surface to mesh more closely. A great mesh data set to practice on.

Cheers Vladimir for the excellent tutorial! Joel K