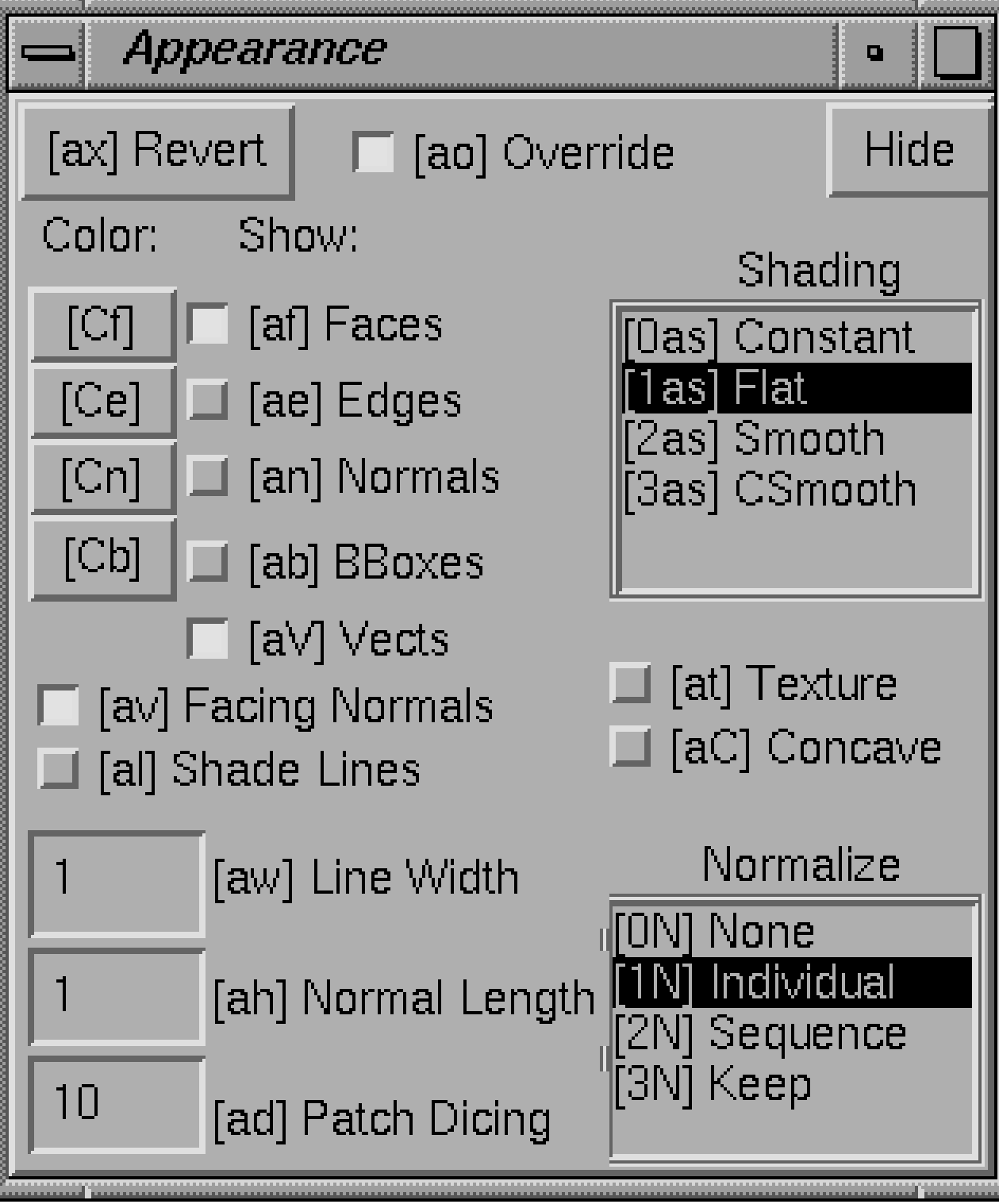
Appearance
[ax] Revert
[ao] Override
Hide
Color:
Show:
[Cf]
[af] Faces
[Ce]
[ae] Edges
[Cn]
[an] Normals
[Cb]
[ab] BBoxes
[aV] Vects
[av] Facing Normals
[al] Shade Lines
Shading
[0as] Constant
[1as] Flat
[2as] Smooth
[3as] CSmooth
[at] Texture
[aC] Concave
1
[aw] Line Width
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[ah] Normal Length
10
[ad] Patch Dicing
Normalize
[0N] None
[1N] Individual
[2N] Sequence
[3N] Keep