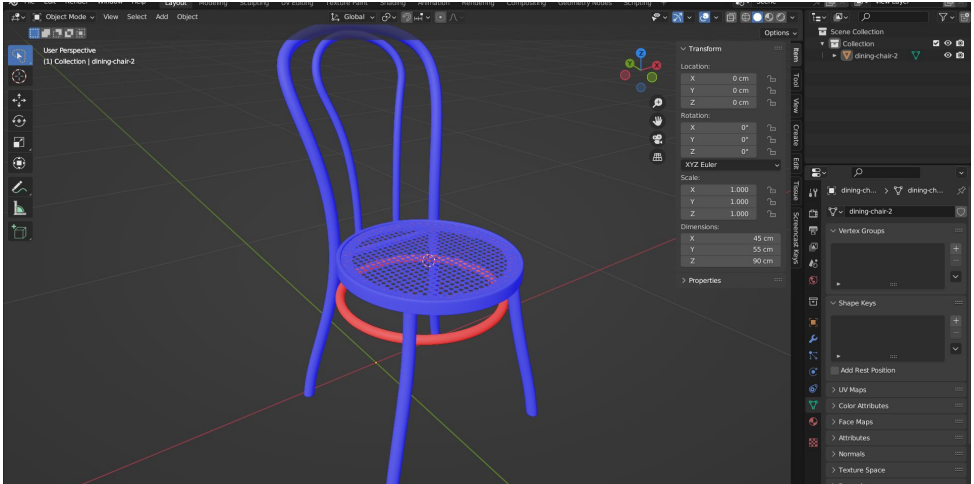


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To correctly check the orientation of the Normals, activate the Face Orientation option in the Viewport Overlay menu of the 3D Viewport.

If a face is oriented **towards the camera**, then it will appear in **blue**. Conversely, if it's oriented the other way, it will appear in **red**.

In the example I am showing on video, the ring below the seat of the chair was made by Beveling from a Curve object subsequently converted into a mesh.

In Solid view, it appears correct; however, by activating the Face Orientation option, we will notice that **the Normals were not calculated correctly**.

Simply switch to **Edit Mode**, select all, and use the **Flip Normals** tool or the **Recalculate Outside** tool to correct this error.

