**So Your Mesh Looks Weird**

Try these things:

1. Delete History *(Edit -> Delete by Type -> History)*
2. Freeze Transformations *(Modify -> Freeze Transformations)*
3. Delete any keys *(Right-click on key -> Delete OR Edit -> Delete All by Type -> Channels (This will delete ALL keys in the scene on EVERY object))*
4. Unlock and conform normals *(Mesh Display -> Unlock Normals, Mesh Display -> Conform)*
5. Are you opening it in the same Maya version that you created it in?
6. Are you opening it in the same file format that you created it in? *(.ma vs .mb)*
7. Are you opening it on the same OS that you created it in?
8. Does the mesh have a short name? *(polysurface1, head\_geo, cube, etc) (NOT aselbj3921n12lh0653n1mmv4921h)*
9. Try creating a simple polycube, select the cube, and then your mesh, and then combine the two objects, creating a new mesh node in the outliner. Then use Face selection to select and delete the cube.
10. To be safe, export an OBJ of the working mesh, and open that as a backup to continue working *(File -> Export Selection Options -> File Type: OBJExport (OBJ exports do not contain history))*
11. Have you saved iterations of your file? Open a previous iteration and work from there.

**Crash File Location: C:\Users\username\AppData\Local\Temp**