Subject: Blending and Tunnels
Posted by Anonymous on Sun, 23 Feb 2003 16:16:00 GMT
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1. Try adding 3 of those tab things, ya know under the material editor, then just repeat the process of blending em for all three, but with the most common one as the base.2. Make a plane (or whatever your base model is) and give it a pretty substancial amount of polys, then go to edit mesh, select polygon, click on one of the polygons (you may have to change the window properties to see the separating lines) and scroll down on the edit mesh side window thing until you see 'extrude,' then click and drag on the bottom arrow and the poly should subside from the mesh in an opposite direction (then just delete the polygon so you can walk through). Hot dang that was long but it's what I do, even though there's probably better ways