Subject: ARGGGG Tunnels take forever to make LOL
Posted by Anonymous on Fri, 01 Nov 2002 11:53:00 GMT
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Zemekis was a fool.The easiest way is to make a box. Flip the normals, delete the entrance polygon. Cut a box hole into the area you want the tunnel to appear at. Select both the tunnel box and the mesh you cut. Group them, hit "Edit mesh" on the modifier tab (won't work any other way.). Weld the vertices together. Click "Convert to editable mesh", ungroup, click the box, select the end polygon, and extrude it continually. Keep extruding it until you make your tunnel end up where you want it, repeat the first process for where it ends, and you're done. Textures are simple afterwards.