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Subject: Gmax line-3d question

Posted by [Anonymous](#) on Mon, 14 Oct 2002 07:08:00 GMT

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I am having a huge problem with turning a closed line/plane into a 3d object in gmax, and need some help. I have read all the tutorials I can find, but none tell me how to turn a closed line/plane into a true closed 3d object. Gmax's tutorial tells you to use the face extrusion under editable mesh, but this leaves a big empty space in the back of the object, and no poly to close the object off. Would someone please tell me if there is a way to extrude the face without leaving the faceless back. Thanks

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