
Subject: Re: www.RenHelp.net
Posted by [Mad Ivan](#) on Wed, 02 Aug 2006 01:45:07 GMT
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PaRaDoX wrote on Wed, 02 August 2006 04:32 Boolean makes a mess of your mesh.
Better of deleteing the poly and welding the mesh to your hallway then detaching it when you texture it.

Yes, that would work better

I was thinking of aplying the boolean modifier to the terrain mesh and using the "subtract" (can't recall the exact name atm) option with a box.
And on the box - edit mesh modifier to manipulate some vertexes, Extrude and then Vertex Collapse to create a hallway.

For this to actualy work, the box has to be 1 Segment long, 3 Sedments wide and 3 Segments high.

But, indeed, yours is better
