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Subject: Tunnels?

Posted by [JRPereira](#) on Sun, 15 Jun 2003 10:25:38 GMT

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I haven't written any tutorials specifically pertaining to creating tunnels, but there are a couple methods you might want to investigate. You should generally be familiar with mesh editing to do so.

One way to create tunnels and paths would be to cut out the face you want to use for tunnels (ie define the size and shape of the hole), and use negative extrude values on that face to bring the tunnel back the distance you need (and making adjustments both before and after those negative extrudes). After adjusting your tunnel, you'll need to cut a hole on the other side, and weld the vertexes so there are no leaks.

Another method would be to use positive extrude values on a box or a tube, or an object which best represents your tunnel, and moving the object and its components (vertexes and such) until they meet the general requirements for a completed version of your tunnel. Then select all of the faces on your tunnel and flip the surface normals, so that what would be the surfaces of the exterior of the tunnel instead becomes the surfaces of the interior of your tunnel. You'll need to delete at least 2 of the faces on the tunnel after following through (at the ends), and you'll also need to cut holes in the terrain on both ends of the tunnel, and weld the tunnel ends to those holes (so there are no leaks left in the terrain).

In addition to the aforementioned methods, I'm pretty sure there were some tunnel tutorials posted on this forum - you might want to search and see if you can find them.

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