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Subject: Tunnels?

Posted by [boma57](#) on Sun, 15 Jun 2003 14:21:54 GMT

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What I consider to be the easiest way is to design your tunnels completely with boxes. Just take a box and move it's vertices and everything around until you have your tunnel. You can make bigger boxes for bigger rooms and other things as well, but make sure everythings attached right (i.e. if you have a small tunnel leading into a big room, make sure that you weld the vertices of them together and get rid of the extra polygons, the tunnels should end up being all one object). Also make sure that the entrances and exits of the tunnel overlap your terrain where you want the entrances and exits.

Then use Boolean to get an outline of your tunnel on the terrain. Delete the polygons on the front and back of the boxes that are your tunnels, then select Element. In the modify menu, it's the 3D looking cube next to Polygons, Vertices and everything else. Click on your tunnels, and the whole thing should turn red. Scroll down to the bottom of the modifier menu and click flip, all of your tunnels will invert themselves so they have an inside instead of an outside. Now, weld the entrances of the tunnels to the booleaned holes in the terrain, texture it and you're done.

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