Subject: Re: renx toolbars
Posted by jamiejrg on Fri, 27 Jul 2007 01:08:53 GMT
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Boolean is awesome.

Um.. I primarily work with meshes and there are all sorts of mesh deformity tools.

Just convert things to editable meshes and then use some of the tools in the drop down to try and get your desired effect. Once you get the hang of them start using mesh selects and then you can use multiple effects on the same area or different effects on the same mesh but different areas.

Try and get your hands on max tho.

Jamie