Subject: Re: Adding Default Buildings in Gmax
Posted by Mauler on Tue, 13 Jan 2009 02:38:50 GMT
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You may need to know your way around Max or Gmax to understand this, hopefully you do.

Best way i find to do this is to simply extrude all of the buildings edges and extrude them outward.
Detach the newly extruded mesh surrounding the building, you may have to align/weld vertices to
make a uniform mesh around it. Also remove any uv's and textures from the surrounding mesh
and your left with nice "tmp" ground surrounding your building that can be welded to terrain mesh.

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