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Subject: Re: Open Tunnle

Posted by [Blazea58](#) on Sun, 13 May 2012 02:02:03 GMT

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Still just as easy to create a mesh based on the shape your wishing to cut from, in Renx it causes more errors and stretching of the triangles if your using boolean. 3dsmax I'm sure has a more refined boolean and doesn't cause clipping errors and stretching as much.

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