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Subject: Tunnels, hlep me!

Posted by [Sir Phoenixx](#) on Thu, 11 Dec 2003 03:12:11 GMT

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Lol...

Create a tube with how ever many sides you need, and how ever many segments you need, shape this to form the tunnel.

Place this where you want the tunnel to go, delete the outer faces, and attach this to the mountain or what ever making it seamless.

-or-

Make a cylinder, with however many sides and segments you need, shape it to form the shape of the tunnel. Place this shape inside of the mountain or what ever, select the mountain, go to the geometry tab and than compound objects on the right tool bar, select the boolean tool, click on "pick operand B", than click on the cylinder, this will cut the tunnel out of the mountain. (it should anyways...)

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