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Subject: Tunnels, hlep me!

Posted by [Sanada78](#) on Thu, 11 Dec 2003 17:48:20 GMT

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Here's how to make a very basic box tunnel:

1. Make a box to the size you want it.
2. Convert it to an "Editable Mesh".
3. Select "Polygon" in the "Editable Mesh" list and select and delete both sides of the box.
4. Now drag the mouse over the box to select all the faces.
5. Now go down the list on the left until you find "Flip", open up "Surface Properties" if it isn't listed. (Note: I deleted one of the faces accidentally, that won't normally happen.)

There you go a basic tunnel from a box.

If you want to make bends and stuff, make another one or clone the one you just did and weld the vertexes together once they've been made into one object.

Sorry about some of my images, I was carelessly pasting them in Paint.

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