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Subject: Tunnels, hlep me!

Posted by [Infinint](#) on Fri, 19 Dec 2003 17:15:46 GMT

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Guys there is a much easier way to make tunnles:

1. make a box were you want your tunnle to start
2. make in an editable mesh and extrude it to place you want it to go and have it en up sticking a little bit out of each wal it penetrats.
3. boolean the main box from the tarrian
4. then delete all the faces on the tunnle to make openings, and then flip the faces in the hole tunnle.
5. Take the mesh that you copied earlyer and extrude them about 0.5 to make it look like the tunnle have a thickness to the walls. If you dint move anything every thing should line up and you have yourself seamless tunnles.
6. after that you can detach your floors and celings so that you can texture them seperatly.

Thats what i do atleast, things that may go wroung is useally only with the booleaning, you might have to weld vertexs were you booleaned on the side of a tarrain or get ride of the blackness in the mesh, it it occurs. If that doesnt help undo to before you booleaned and move the tunnle.

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