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Subject: Tunnels, hlep me!

Posted by [Infinint](#) on Fri, 19 Dec 2003 21:35:12 GMT

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[quote="Sir Phoenixx"]Infinint

Quote: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.

When you boolean subtract a shape (in this case a box that forms the shape of a tunnel) from another shape (in this case a mountain) it cuts holes that match the box, and automatically creates the walls on the inside of the mountain. It automatically deletes the box that was used to cut the hole in the moutain.

plane or have deleted a face at any time the Boolean tool will not put in the walls of the tunnel for you, there will simply be nothing their. Also adding to what i said, select the copy function above

Sorry i was at school and dint read though the hole topic, i also added the part on how to make it look like the walls of the tunnel have thickness when they come through the side of the terrain, something that would be difficult to do if you just used Boolean on a closed shape, though some

own uses.

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