
Subject: Re: Diary of a Building
Posted by [Nightcrawler](#) on Tue, 17 Feb 2004 19:01:43 GMT
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DanteWant to know what it takes from start to finish to make a building for Renegade?

check out this running diary of a work in progress

Diary of a Building

can you make more pictures. maybe about this things

- i used a commando+ mesh from one of the WS buildings
- After twisting and folding the exterior around a bit, i decided to add a skylight to the top of the building, easy enough, flatten out a square area in a good location, detach, done....
- After that, i created another box inside the "outter shell" and made sure from now on, to stay inside that (this would be my interior spacing).
- Aligning the doors to the right locations, then filling the inside of the building, i then extruded a couple of faces up for my skylight. Then of coarse, flip all normals.

Next, i realised, my building has 2 floors, so i selected the outer mesh, and deleted the bottom faces, no need for those.

Well, here i sit, after some shaping etc... of the buildings, with a decent concept orientated building.

3 meshes make up this building so far, the exterior, the interior, and the skylight (shown see-through in images).

I mean how you made those boxes and deleted. What buttons you used and more. pics shows much more than texts. The tutorial could be perfect if you made more pics.
