

---

Subject: Need help with cutting the terrain for structures.

Posted by [icedog90](#) on Fri, 30 Apr 2004 04:40:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I started on an island type level for Renegade, it's nearly done in Gmax, and I got stumped by a problem... I can't figure out a good and easy way to cut the terrain around structures besides just making the shape of the structures seperately, and then boolean them. I've been stuck on this for a few weeks now, and I'm afraid I might just forget about this level. Any suggestions would be nice. Here's a sample image of what I'm trying to do:

---