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Subject: Need help with cutting the terrain for structures.

Posted by [icedog90](#) on Fri, 30 Apr 2004 06:08:31 GMT

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But the thing is, cutting the ground and moving the available vertices around the buildings will take a LONG time. Also, you don't know if you even have enough vertices in the area to cover every single building. I want to know if there is an easy way around this.

IRON-FART

Well whats wrong with using boolean?

What I meant, was that you'd have to re-make the buildings as a shape, because the building itself cannot be booleaned to cut in the ground.

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