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Subject: Gmax help

Posted by [Anonymous](#) on Sun, 01 Dec 2002 11:16:00 GMT

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Hello agian, Redfox here for yet ANOTHER newbie question...How do you carve chunks off of solids in GMax? Preferably HOLES on those objects? Kudos to the first person to answer.Thanks,RFMB.

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Subject: Gmax help

Posted by [Anonymous](#) on Sun, 01 Dec 2002 14:44:00 GMT

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booleans can be used to subtract one onject from another.make an object that goes through another and then apply boolean. use an A-b subtraction or B-A subtraction (depends which of the objects you have selected. if your simply modelling the object convert it to an editable mesh and move vertex's inwards to create to carve into the model. email me at simondenney@hotmail.com if you have any furthur questions.

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Subject: Gmax help

Posted by [Anonymous](#) on Sun, 01 Dec 2002 15:02:00 GMT

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you could also use the extrude method, not sure myself how to do it (3d retard here) but im sure if you search on "extrude RenX" you could find it on this forum hope that helps

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