
Subject: Space under buildings
Posted by [Spetz5](#) on Wed, 26 Jul 2006 22:55:51 GMT
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Can anyone tell me how I get the cut out under a building in RenX? I'm looking on making a map, But I don't know how to do that cut out.
If anyone could help that'd be great.

Subject: Re: Space under buildings
Posted by [Zion](#) on Wed, 26 Jul 2006 22:58:28 GMT
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Subject: Re: Space under buildings
Posted by [Spetz5](#) on Wed, 26 Jul 2006 23:14:41 GMT
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I;ve tried boolean arleady, It doesnt cut...

Subject: Re: Space under buildings
Posted by [Doitle](#) on Wed, 26 Jul 2006 23:27:54 GMT
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It's easier to use Shapemerge -> Cut when doing things of that nature.

Subject: Re: Space under buildings
Posted by [Spetz5](#) on Wed, 26 Jul 2006 23:32:58 GMT
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Ok thanks, Last question - were might I find shapemerge - Cut"?

Subject: Re: Space under buildings
Posted by [Doitle](#) on Wed, 26 Jul 2006 23:34:29 GMT
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I was trying to delete my post lol because I realized that it would be too hard to use for what you're

doing. It's easier for other things of this nature. What you need is a spline the shape of the footprint of your building. So you'd have to set snap to vertices and trace the bottom of your building. Then go to Compound Objects - > Shape Merge, select your plane, then click Pick Shape and choose your spline. Actually it wouldn't be THAT hard, try it if you like.

Subject: Re: Space under buildings

Posted by [JeepRubi](#) on Thu, 27 Jul 2006 00:48:32 GMT

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I delete the all the polygons around the buildings, create vertices where all the edges are using snap to vertex and then create faces in between.
