
Subject: Cutting Terrain with boolean
Posted by [rrutk](#) on Tue, 03 Feb 2009 13:43:54 GMT
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I'm trying to cut the terrain below my buildings with boolean, but it dont work.

if I use e.g. a sphere to cut, thats not a problem, with a sphere or box or something like that I got nice holes into my terrain.

but it doesnt work with the ren-buildings, because they are not simple forms, but a lot of planes and faces.... ?

Subject: Re: Cutting Terrain with boolean
Posted by [Titan1x77](#) on Tue, 03 Feb 2009 17:29:41 GMT
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a simple way is to just cut the poly of the terrain out then line up the building and turn snap to verts on, then snap the verts from the terrain to the buildings.

Subject: Re: Cutting Terrain with boolean
Posted by [rrutk](#) on Tue, 03 Feb 2009 17:45:20 GMT
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doesnt work with round buildings, e.g airstrip

Subject: Re: Cutting Terrain with boolean
Posted by [Altzan](#) on Tue, 03 Feb 2009 23:16:12 GMT
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rrutk wrote on Tue, 03 February 2009 17:45doesnt work with round buildings, e.g airstrip

Works but takes FOREVER.
I'd like to know how to do this too.

Subject: Re: Cutting Terrain with boolean
Posted by [mrÅ£ÅŞÅ-z](#) on Tue, 03 Feb 2009 23:19:15 GMT
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attach all planes etc to one object so you have:

The Building and the Object to cut out.
That should work.

Subject: Re: Cutting Terrain with boolean
Posted by [Gen_Blacky](#) on Wed, 04 Feb 2009 01:23:51 GMT
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I extrude the bottom of the building to cut a hole in the mesh then i just delete the polygons that from the shape of the mesh and you get a perfect outline.

Subject: Re: Cutting Terrain with boolean
Posted by [Omar007](#) on Wed, 04 Feb 2009 11:06:54 GMT
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Could someone make a tutorial for that???

Subject: Re: Cutting Terrain with boolean
Posted by [rrutk](#) on Wed, 04 Feb 2009 13:28:00 GMT
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Yesterday night I found an easy, but only 95% accuracy way...

The first boolean cut with boxes and sphere has always success.

So, just make cutting boxes (large ones, going deep into the terrain) or cutting spheres and cut step by step the shapes/outlines of the buildings.

cut a little bit smaller then the building, so all is fine
