
Subject: Boolean Method Tunnel Tutorial
Posted by [Leaddog28](#) on Sat, 19 Apr 2003 17:52:04 GMT
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Can someone post a link to this tutorial. I already know how to use the boolean tool. This tutorial was specific in making tunnels using the boolean method. I thought I had it bookmarked, but I can't find it anywhere :oops: . Thanks

Subject: Boolean Method Tunnel Tutorial
Posted by [Blazer](#) on Sat, 19 Apr 2003 18:14:45 GMT
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Try looking at the sticky post that has all the tutorials links. Either its invisible, everyone is blind, or nobody cares about it.

Subject: Boolean Method Tunnel Tutorial
Posted by [Leaddog28](#) on Sat, 19 Apr 2003 19:07:22 GMT
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I looked in there already and didn't find it. Just the basic tutorial on using the boolean tool was there.
That was the first placed I checked.

Subject: Boolean Method Tunnel Tutorial
Posted by [Deafwasp](#) on Sat, 19 Apr 2003 21:50:21 GMT
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just use the super easy method. Create a 4 sided tube and delete the polys you dont want.

Subject: Boolean Method Tunnel Tutorial
Posted by [Leaddog28](#) on Sun, 20 Apr 2003 01:41:05 GMT
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I have done that. What I am looking for is an easier way to texture the ceiling, walls and floors. Currently the way I am doing that is by detaching the selected polys. But if you have multiple tunnels cut out of the same box, detaching gets a bit more complicated and is very time consuming. I think that tutorial had a different way of being able to isolate the polys I want to texture.

Subject: Boolean Method Tunnel Tutorial

Posted by [Deafwasp](#) on Sun, 20 Apr 2003 07:38:08 GMT

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move the camera around to see the side you want, detach it. detach all the sides that you are giving diff textures, then apply collision settings and texture. whats so hard?

Subject: Boolean Method Tunnel Tutorial

Posted by [Leaddog28](#) on Sun, 20 Apr 2003 13:22:14 GMT

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I guess it is easier to do it this way then it is to get a simple link in here.

Subject: Boolean Method Tunnel Tutorial

Posted by [Sir Phoenixx](#) on Sun, 20 Apr 2003 19:15:04 GMT

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