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Subject: Tunnels, hlep me!

Posted by [FynexFox](#) on Thu, 11 Dec 2003 02:25:09 GMT

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can anyone tell me how to make tunne3ls in renegade maps, can u make a step by stpe tut, with pics maybe even, thut form start ta finish please???? make it idiot proof please, also, give me any links for sites with the tutorials alos, thanx a lot! pleas ehlep me!

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Subject: Tunnels, hlep me!

Posted by [Sir Phoenixx](#) on Thu, 11 Dec 2003 03:12:11 GMT

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Lol...

Create a tube with how ever many sides you need, and how ever many segments you need, shape this to form the tunnel.

Place this where you want the tunnel to go, delete the outer faces, and attach this to the mountain or what ever making it seamless.

-or-

Make a cylinder, with however many sides and segments you need, shape it to form the shape of the tunnel. Place this shape inside of the mountain or what ever, select the mountain, go to the geometry tab and than compound objects on the right tool bar, select the boolean tool, click on "pick operand B", than click on the cylinder, this will cut the tunnel out of the mountain. (it should anyways...)

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Subject: Tunnels, hlep me!

Posted by [Deafwasp](#) on Thu, 11 Dec 2003 05:11:23 GMT

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could also make a plane that is the shape you want your tunnel, then select the edges and extrude the edges, You can create as many turns as you want that way.

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Subject: Tunnels, hlep me!

Posted by [Sanada78](#) on Thu, 11 Dec 2003 17:48:20 GMT

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Here's how to make a very basic box tunnel:

1. Make a box to the size you want it.

2. Convert it to an "Editable Mesh".
  
3. Select "Polygon" in the "Editable Mesh" list and select and delete both sides of the box.
  
4. Now drag the mouse over the box to select all the faces.
  
5. Now go down the list on the left until you find "Flip", open up "Surface Properties" if it isn't listed. (Note: I deleted one of the faces accidentally, that won't normally happen.)

There you go a basic tunnel from a box.

If you want to make bends and stuff, make another one or clone the one you just did and weld the vertexes together once they've been made into one object.

Sorry about some of my images, I was carelessly pasting them in Paint.

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Subject: Tunnels, hlep me!  
Posted by [Adavanze](#) on Thu, 11 Dec 2003 19:21:35 GMT  
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If you have 3ds max, you can use a certain dispace modifier and it will turn it all inside out.

The main problem is cutting things, making the mesh for the tunnel is easy though. Once you make a tube, delete the ends, you can just convert to editable mesh, then rotate the polygons of it and so on to make the actual tunnel mesh.

Then you can also easily use the booleans tool to cut a section, but make backups of both meshes if you do this. as after you cut it you will loose it..

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Subject: Tunnels, hlep me!  
Posted by [General Havoc](#) on Thu, 11 Dec 2003 21:36:58 GMT  
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Yeah, boolean is an easy way to do it. You can basically model your tunnels as a 3D block then

extrude it (Similar to UnrealEditor/Hammer brushes).

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Subject: Tunnels, hlep me!

Posted by [deadaim00](#) on Wed, 17 Dec 2003 02:28:31 GMT

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thanks, i tried that, and when i used the boolean tool, or whatever its alled, it deleted the box also, i just wanted the part of the mountain, and the endof the box gone, so i could have a tunnel in the mountain. Now i have a big mountain with a little hole, but in the hole is the whole mountain. I mean you walk in the tunnel, and there is really no edge untill you get to the end of the tunnel. Please help me

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Subject: Tunnels, hlep me!

Posted by [Sir Phoenixx](#) on Wed, 17 Dec 2003 02:38:11 GMT

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Post a screenshot of the problem.

(When you use the boolean tool you select the mountain, make sure "subtract a-b" is selected, than click on the tunnel shape, this cuts the tunnel inside of the mountain and deletes the tunnel shape.)

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Subject: Tunnels, hlep me!

Posted by [deadaim00](#) on Wed, 17 Dec 2003 02:57:06 GMT

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thats texactly the problem All i know how to make mountains by is just taking the editable mesh and dragging it up. Is there a way to make a filled in mountain? please tell me if there is. Otherwise i don tknow whwat im going to do about my tunnels problem. please help me sir pheonix, your the best renegade modeler i know. I just don tknow what to do.[/img]

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Subject: Tunnels, hlep me!

Posted by [CnCsoldier08](#) on Wed, 17 Dec 2003 04:16:20 GMT

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dont just drag them up...select polygon, go to extrude, and there u go. btw, visit renhelp for many good tutorials

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Subject: Tunnels, hlep me!

Posted by [Deafwasp](#) on Wed, 17 Dec 2003 06:35:01 GMT

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god. you guys make it seem so complicated.

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Subject: Tunnels, hlep me!

Posted by [deadaim00](#) on Thu, 18 Dec 2003 23:45:30 GMT

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ya, the tunnels thing with the boolean tool worked now thanks a bunch.

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Subject: Tunnels, hlep me!

Posted by [Infinint](#) on Fri, 19 Dec 2003 17:15:46 GMT

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Guys there is a much easier way to make tunnles:

1. make a box were you want your tunnle to start
2. make in an editable mesh and extrude it to place you want it to go and have it en up sticking a little bit out of each wal it penetrats.
3. boolean the main box from the tarrian
4. then delete all the faces on the tunnle to make openings, and then flip the faces in the hole tunnle.
5. Take the mesh that you copied earlyer and extrude them about 0.5 to make it look like the tunnle have a thickness to the walls. If you dint move anything every thing should line up and you have yourself seamless tunnles.
6. after that you can detach your floors and celings so that you can texture them seperatly.

Thats what i do atleast, things that may go wroung is useally only with the booleaning, you might have to weld vertexs were you booleaned on the side of a tarrain or get ride of the blackness in the mesh, it it occurs. If that doesnt help undo to before you booleaned and move the tunnle.

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Subject: Tunnels, hlep me!

Posted by [Sir Phoenixx](#) on Fri, 19 Dec 2003 17:33:43 GMT

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InfinintGuys there is a much easier way to make tunnles:

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That is exactly what everyone else has already said. All you did was incoherently put several seperate methods together...

Quote:3. boolean the main box from the tarrian

4. then delete all the faces on the tunnle to make openings, and then flip the faces in the hole tunnle.

When you boolean subtract a shape (in this case a box that forms the shape of a tunnel) from another shape (in this case a mountain) it cuts holes that match the box, and automatically creates the walls on the inside of the mountain. It automatically deletes the box that was used to cut the hole in the moutain.

Quote:5. Take the mesh that you copied earlyer and extrude them about 0.5 to make it look like the tunnle have a thickness to the walls. If you dint move anything every thing should line up and you have yourself seamless tunnles.

The mesh that was copied earlier? You didn't include anything about copying the shape in your list. And the tunnel is supposed to be inside of a mountain, you will not see the thickness of the tunnel wall.

Quote:6. after that you can detach your floors and celings so that you can texture them seperatly.

You don't need to detach the floors or ceilings or anything else to texture them seperately, all you need to do is select the polygons that make up the floors and apply a UVW map, than do the same thing to the other parts. Select the object, than go to Unwrap UVW map, and move and resize the parts around and you can save that and paint over that in PS or PSP than apply that as the skin/texture...

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Subject: Tunnels, hlep me!

Posted by [Infinint](#) on Fri, 19 Dec 2003 21:35:12 GMT

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[quote="Sir Phoenixx"]Infinint

Quote:3. boolean the main box from the tarrian

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plane or have deleted a face at any time the Boolean tool will not put in the walls of the tunnel for you, there will simply be nothing there. Also adding to what i said, select the copy function above

Sorry i was at school and didnt read though the hole topic, i also added the part on how to make it look like the walls of the tunnel have thickness when they come through the side of the terrain, something that would be difficult to do if you just used Boolean on a closed shape, though some own uses.

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