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Subject: I need some Textures

Posted by [Anonymous](#) on Mon, 17 Feb 2003 08:51:00 GMT

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You can't just delete one side of a box...Make your mountain (for example), than make a cylinder, or a box, or whatever and put it through the mountain in the shape of the tunnel, than select the mountain, go to the Create Tab, than Compounds in the drop down box, make sure "Subtract A-B" is selected down below, than click "Pick Operand B", and click on the tunnel, it should cut a tunnel through the mountain...(sometimes gmax screws up when it does boolean... So if it just cuts the opening out of the side of the mountain and doesn't fill in the inside, just create a tube and make it the shape of the tunnel and put it from one side to the other where the tunnel should be, and delete the outer faces of the tube...)

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