
Subject: Tunnal Tut any one?

Posted by [Anonymous](#) on Tue, 04 Feb 2003 09:39:00 GMT

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This is a simple and fast way to make tunnels: Create a tube with 4 sides (you can have more if its a cave tunnel thing) add height sections depending on how many turns or angles this tunnel will have. Make it a editable mesh, delete all the sides except the inside. Then line it up to where you want the tunnel, and shape it. You can modify it further depending on what you want. [February 04, 2003, 09:41: Message edited by: DeafWasp]
