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Subject: attaching objects to other objects perfectly  
Posted by [Anonymous](#) on Wed, 22 Jan 2003 15:28:00 GMT  
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quote:Originally posted by SOSToasty:I'm trying to make a big hole in the ground but the dude who made the terrain only had about 10 vetex thingies in the whole plane so its kinda hard. How do i get a plane and mould it into a hole shape i want then attach it to the hole in the ground without having to try and change each vertex?Does welding do it? Or can i use align on vertex?Anybody know what to do? i wanna attach 2 planes togethermake a circular plane with the same number of verts... then select the original mesh... click the attach button and select the new mesh you made... then turn on 3d snap... (make sure it's set to snap on verticies) then snap each vert to the others. Select all the verts at the hole and weld with a theshhold of about .1 they should all be one mesh now. Does this answer your question?EKearns

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