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Subject: Cutting Holes In Terrain Help

Posted by [Anonymous](#) on Sun, 12 Jan 2003 10:52:00 GMT

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Don't know if there is a tutorial out there for this, if there is could you post a link for it? But anyway heres my question, When adding single player buildings to the map they require the terrain underneath them to be removed. Could anyone give me a method on how to cut around the shape of a building from a plane in RenX (gmax)? I remember a tutorial by ACK (i think) which briefly said that you have to cut the ground out to allow for the underground interior. Basically a hole in the ground needs to be extruded the shape of the base of the building.

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