
Subject: Gmax help

Posted by [Anonymous](#) on Sun, 01 Dec 2002 14:44:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

booleans can be used to subtract one object from another. make an object that goes through another and then apply boolean. use an A-b subtraction or B-A subtraction (depends which of the objects you have selected. if you simply modelling the object convert it to an editable mesh and move vertex's inwards to create to carve into the model. email me at simondenney@hotmail.com if you have any further questions.
