Subject: tunnels...
Posted by Anonymous on Mon, 25 Nov 2002 21:47:00 GMT

I have atleast 3 tutrials on how to make tunnels, and many just aren't good. To make tunnels the best way i found was make box's by box's by box's. But is there a better way? Also for a tunnel to come threw the mountain i see you gotta edit mesh and move the poly around, but what should i set the polygon to while creating this box/mesh ? Basically whats the maxium polygons a mountain side should have=) Any answer's are greatly thanked in advance.part of nova existence mod http://cncex.com/forums/index.php?s=8df243143eed5954cfe27304251cb89b&act=SF&f=25