Subject: Questions
Posted by icedog90 on Sat, 21 Aug 2004 16:53:42 GMT

Make a box. Convert it into an editable mesh. Select "Polygon" and go Edit > Select all.

On the right panel, scroll down until you see this:

Press "Flip."

You can now see inside the box, but not outside.

Now you make another box that covers the flipped box.

There you have it. A simple building with an interior.

This tutorial was brought to you by icedog90.