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Subject: Connecting rooms/hallways

Posted by [Dan](#) on Wed, 16 Mar 2005 18:32:36 GMT

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I just make a box, select all faces, and then flip them. Then extrude and edit the verticies etc... until you got the interior plan you want, then I just detach the walls, and ceiling (or any other parts you want separate textures, and then texture it.

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