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Subject: Re: Tunnels

Posted by [JRPereira](#) on Sat, 15 Jul 2006 01:36:32 GMT

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<http://tiberios.justinpereira.com/renx-tutorials/extrudes/>

Just another way to do tunnels. That and the bend tutorial, and some basic mesh editing, and you can have some pretty decent tunnels.

<http://tiberios.justinpereira.com/renx-tutorials/accurate-bends/>

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