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Subject: Re: Space under buildings

Posted by [Doitle](#) on Wed, 26 Jul 2006 23:34:29 GMT

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I was trying to delete my post lol because I realized that it would be too hard to use for what you're doing. It's easier for other things of this nature. What you need is a spline the shape of the footprint of your building. So you'd have to set snap to vertices and trace the bottom of your building. Then go to Compound Objects - > Shape Merge, select your plane, then click Pick Shape and choose your spline. Actually it wouldnt be THAT hard, try it if you like.

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