LR01 wrote on Sat, 09 September 2006 04:25making detail on a tunnel isn't easy

Thats why I made a post to explain ways of going about the problem of detailing a tunnel

3D Tunnel Example

Here is a 3d example this took me 18 minutes to make. I made and rendered it in 3dsmax but the mesh uses the same principles as gmax

Things that could be done to improve this would to add some 'clutter' leaning up against the right wall to break up the line that is created where the wall and the floor meet, and a few crates for players to use as cover, also you will notice that there is a hole in the roof of the tunnel at the end of the corridor I also should of placed some debries from the roof on the floor underneath the hole

Here are close up shots of the elements that were modelled once and copied they are very simple but when replicated are very effective when detailing your tunnel.

    http://i97.photobucket.com/albums/l237/paulchettle/tun02.jpg
made from a box, and copied

    http://i97.photobucket.com/albums/l237/paulchettle/tun03.jpg
made from a box, copied, attached and welded together

    http://i97.photobucket.com/albums/l237/paulchettle/tun04.jpg
made from a box, and copied

    http://i97.photobucket.com/albums/l237/paulchettle/tun05.jpg
made from boxes and cylinders

Thats all i'm saying in general on tunnels, moving on to something else soon.