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Subject: Re: Cubes

Posted by [icedog90](#) on Tue, 29 May 2007 18:59:28 GMT

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eh... it's tricky to explain. The way 3D is drawn, there is nothing inside a shape; they are completely hollow and they are one-sided. If you remove a face (polygon) on a shape, it's going to make a pretty ugly hole. If you are doing it so that it can have an inside, you have to make another shape and flip it, and then put it inside and attach it to the hole. Good thing you're not trying this in Gmax though, it'd be a whole lot harder.

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