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Subject: Re: Making Tunnels in Renx

Posted by [R315r4z0r](#) on Thu, 16 Aug 2007 05:40:59 GMT

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This is how I make a small infantry cliff tunnel using Boolean...

Make box. Pretty long-ish but not a big piece. Wide/high enough for inf to enter. Then Shape it into a rockish-tunnel form.

Then select Face and select one full end of the box, and continually extrude it and move the new piece out and reshape it. Just keep doing that until I reach the desired lenth.

Then all I do is copy the mesh, change its color, shrink it with the scale tool, and then go to top view and wireframe. Select vertex, and make sure all the corners are where they need to be. THen cut it out with boolean and BOOM done.

Sure, lots of steps, but they are each really easy to do, and the end result is much better than that of a simple box dragged backwards through another box..

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