

---

Subject: Re: Gmax: Solid box

Posted by [Di3HardNL](#) on Sat, 06 Dec 2008 14:47:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If you have the problem that MGamer is talking about then i have the solution for you.

rightclick the mesh (after using boolean tool) and convert to 'editable poly' then play around with the polygons on where you want to have them (if you want more polygons then do boolean again to create more)

When you think your done choose 'element' selection. (the red box)

then in 'Edit Geometry' rollout click 'create' click on the polygons which you want to connect to each other to create a new surface.

Here a sample, I used booleans 2 times. (not detailed) thats the way i should do it.

1 more tip. If you get black spots on your mesh, select your mesh and go to modifier tab and click on 'smooth' that should fix it

---

#### File Attachments

1) [Screenshot1.PNG](#), downloaded 218 times

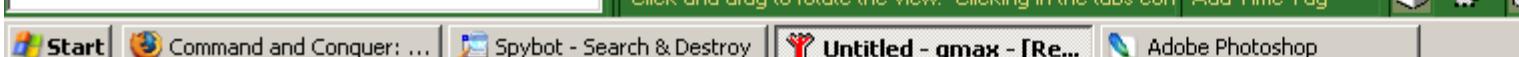
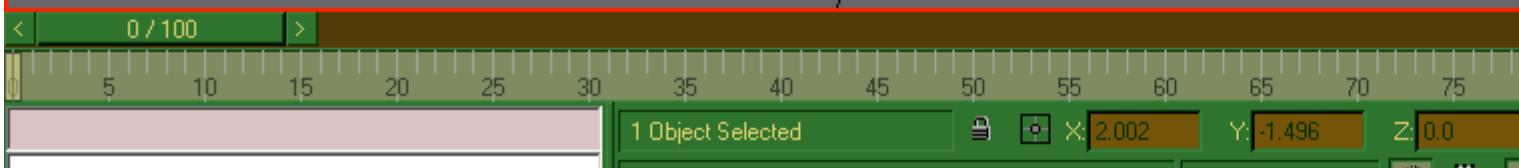
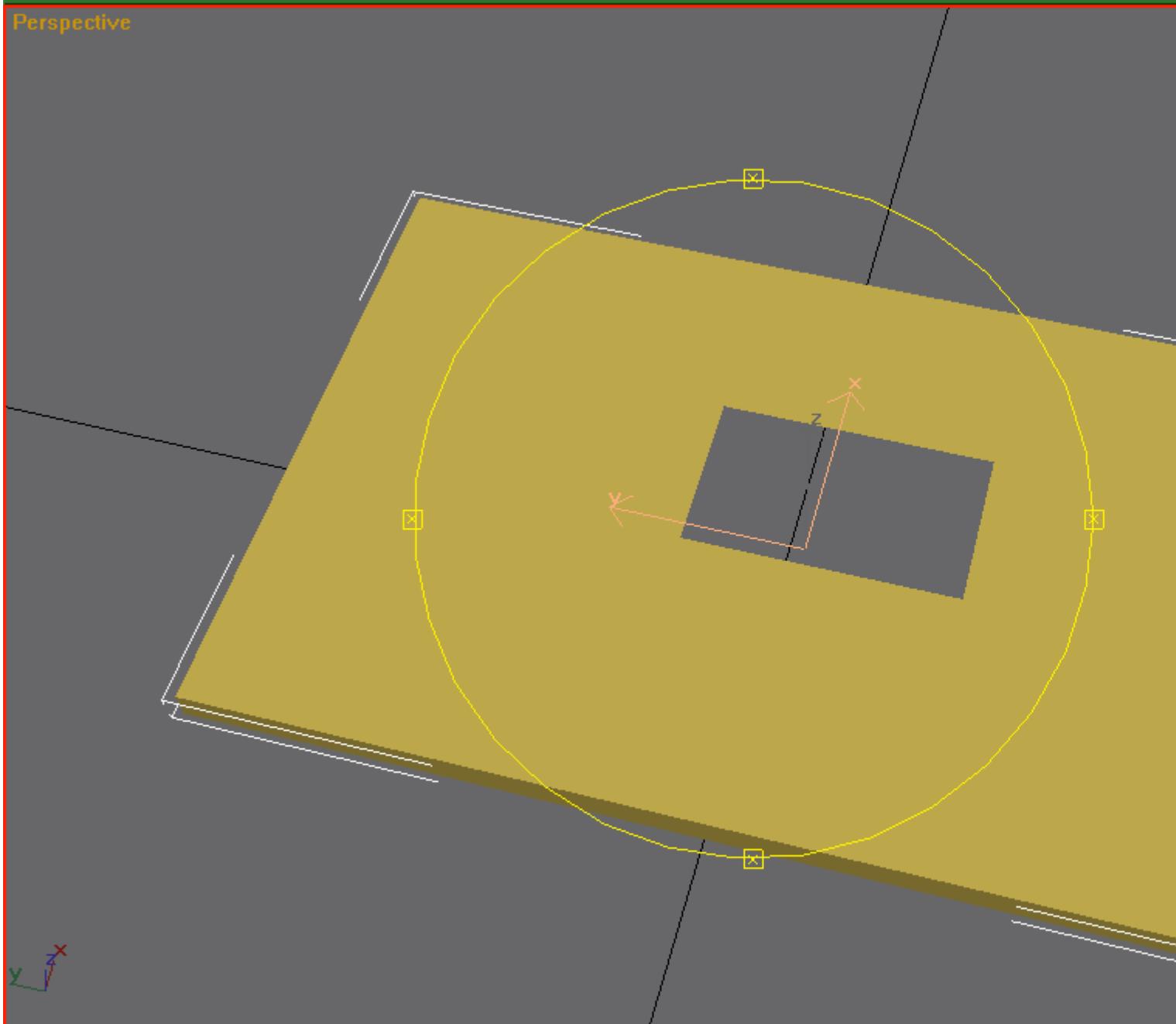
---

# Untitled - gmax - [RenX game pack]

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help



## Perspective



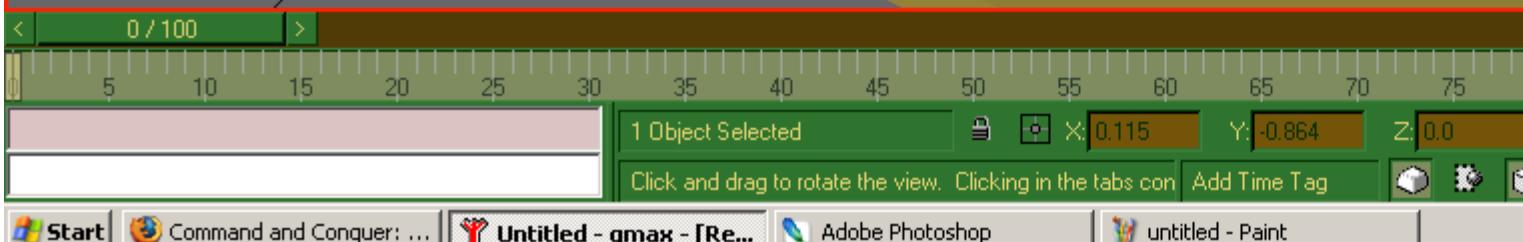
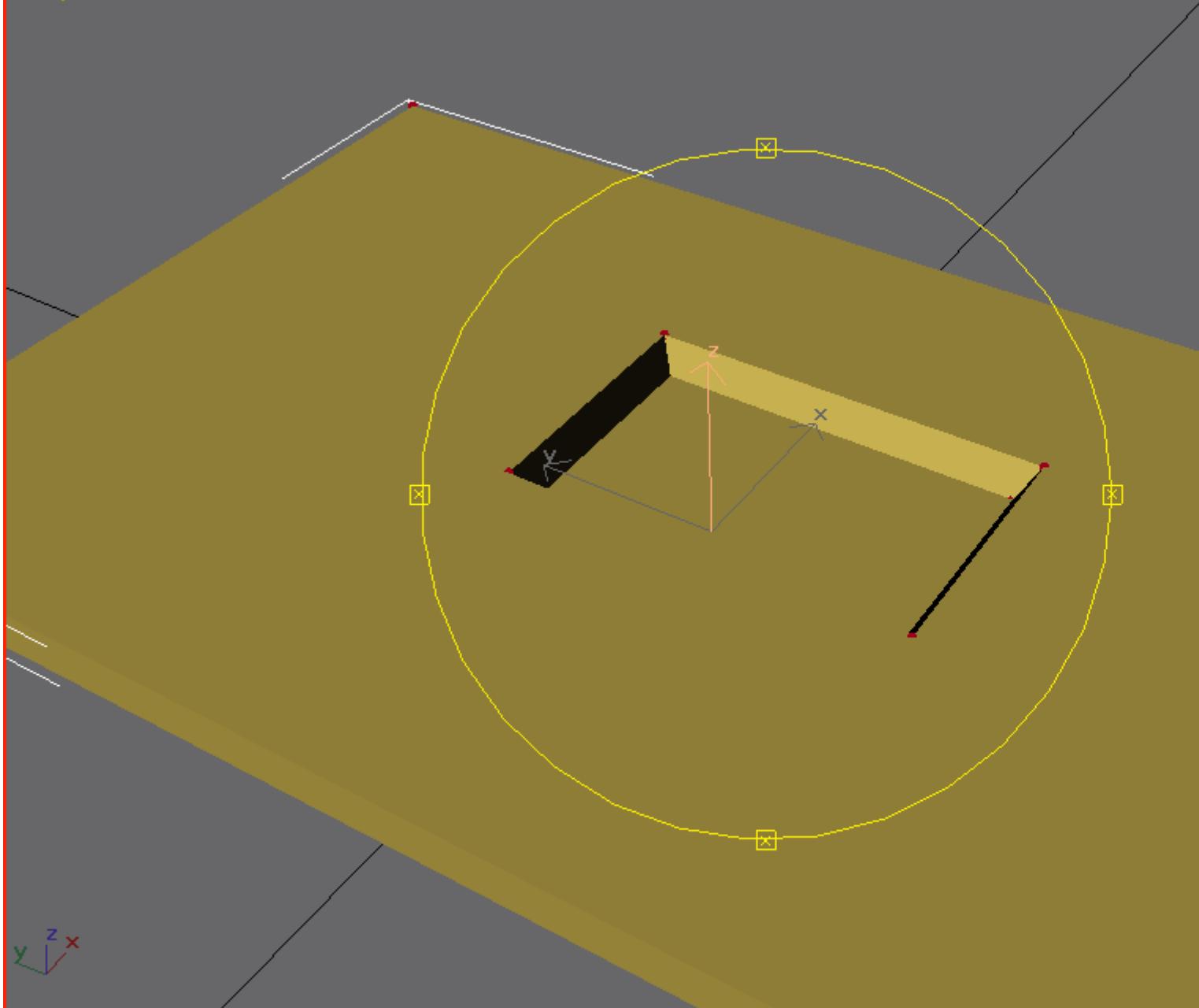
2) screenshot2.PNG, downloaded 223 times

# Untitled - gmax - [RenX game pack]

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help



## Perspective



Start

Command and Conquer: ...

Untitled - gmax - [Re...

Adobe Photoshop

untitled - Paint