Subject: Cutting Terrain with boolean
Posted by rrutk on Tue, 03 Feb 2009 13:43:54 GMT

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I'm trying to cut the terrain below my buildings with boolean, but it dont work.

if I use e.g. a sphere to cut, thats not a problem, with a sphere or box or something like that I got nice holes into my terrain.

but it doesnt work with the ren-buildings, because they are not simple forms, but a lot of planes and faces.... ?