
Subject: Re: Cutting Terrain with boolean
Posted by [rrutk](#) on Wed, 04 Feb 2009 13:28:00 GMT
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Yesterday night I found an easy, but only 95% accuracy way...

The first boolean cut with boxes and sphere has always success.

So, just make cutting boxes (large ones, going deep into the terrain) or cutting spheres and cut step by step the shapes/outlines of the buildings.

cut a little bit smaller then the building, so all is fine
