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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [Di3HardNL](#) on Wed, 11 Feb 2009 16:15:32 GMT  
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thanks for reply's i appreciate

and yes with the glass it was first just a simple plane with no segments. I used the 'cut'tool and simply cutted some pieces. Then select with polygons and detach the parts. Then you have like 10 meshes and give them the shatter option.

Im making a tutorial right now while modifying the airstrip. Its going to be huge lol

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