Subject: Caves, trees, and tunnels
Posted by Dishman on Sat, 06 Dec 2003 19:09:05 GMT

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Making tunnels is simply a matter of extruding (intruding, rather) a polygon in a mountain, for instance, in RenX. This gets tricky at times, but it's generally not too hard, if you find other methods of doing this easily. As far as "caves" go, I'm not terribly sure what you mean by caves. If you mean like the general overhang in the base zones, then that's just making a mesh to arch over the top, but there are always many ways to do things. And yes, trees are all packaged in a neat little folder in Commando.