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Subject: Tunnels, hlep me!

Posted by [Adavanze](#) on Thu, 11 Dec 2003 19:21:35 GMT

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If you have 3ds max, you can use a certain dispace modifier and it will turn it all inside out.

The main problem is cutting things, making the mesh for the tunnel is easy though. Once you make a tube, delete the ends, you can just convert to editable mesh, then rotate the polygons of it and so on to make the actual tunnel mesh.

Then you can also easily use the booleans tool to cut a section, but make backups of both meshes if you do this. as after you cut it you will loose it..

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