

---

Subject: Re: Diary of a Building

Posted by [Dante](#) on Tue, 17 Feb 2004 23:20:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

NightcrawlerDanteWant to know what it takes from start to finish to make a building for Renegade?

check out this running diary of a work in progress

Diary of a Building

can you make more pictures. maybe about this things

- i used a commando+ mesh from one of the WS buildings
- After twisting and folding the exterior around a bit, i decided to add a skylight to the top of the building, easy enough, flatten out a square area in a good location, detach, done....
- After that, i created another box inside the "outter shell" and made sure from now on, to stay inside that (this would be my interior spacing).
- Aligning the doors to the right locations, then filling the inside of the building, i then extruded a couple of faces up for my skylight. Then of coarse, flip all normals.

Next, i realised, my building has 2 floors, so i selected the outer mesh, and deleted the bottom faces, no need for those.

Well, here i sit, after some shaping etc... of the buildings, with a decent concept orientated building.

3 meshes make up this building so far, the exterior, the interior, and the skylight (shown see-through in images).

-----

I mean how you made those boxes and deleted. What buttons you used and more. pics shows much more than texts. The tutorial could be perfect if you made more pics.

its not a tutorial, but a diary, see  
This Building Tutorial for a tutorial on it...

---