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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Titan1x77](#) on Sun, 23 Mar 2003 11:03:28 GMT  
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\_\_\_\_\_ <floating island with a rigid bottom

\_\_\_\_\_ <ground level

only thing i can think of is...to create a plane,shape it into a mountain then flip it upside down then put a flat plane on top of it to cover it ...im sure there is an easier way of doing it...i also tried messing with a box but when moving vertices up and down to make the bottom rigid it would mess up the top

I just started using g-max,this is my 1st time using any 3d program

i appreciate the help i receive here....and ive come along ways allready

no reason to flame me for asking questions...im still a newb

prehaps ACK fears a newb might actually make a better map then he has

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