
Subject: Creating a cave(inner and outer) in g-max
Posted by [Titan1x77](#) on Mon, 24 Mar 2003 08:46:52 GMT
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Cpo64Titan1x77_____

\', '/ < floating island with a rigid bottom

_____ <ground level

So you want a hallowed out, flattened orange? Like with just the peel?

I would make a plane _____ with ^ this side up, shape it, then take another long enough to rap around it as a wall, then put a top on, welding the verticals together. And shape it all nice and the way you want it, then I would take a box or something and put it around it and shape it all

creative, if you think it will work, save your work before you start, do it, if it does not work, go back to your save and try it a different way.

how do i weld vertices?.....just select the vertices from two different objects and press weld?
