
Subject: Need help with cutting the terrain for structures.

Posted by [icedog90](#) on Fri, 30 Apr 2004 04:40:13 GMT

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I started on an island type level for Renegade, it's nearly done in Gmax, and I got stumped by a problem... I can't figure out a good and easy way to cut the terrain around structures besides just making the shape of the structures seperately, and then boolean them. I've been stuck on this for a few weeks now, and I'm afraid I might just forget about this level. Any suggestions would be nice. Here's a sample image of what I'm trying to do:

Subject: Need help with cutting the terrain for structures.

Posted by [Spice](#) on Fri, 30 Apr 2004 05:34:12 GMT

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ok this is a little complicated to explain. The thing is I dont think I might be explaining the Right thing here. So baer with me. :oops:

1) Ok First Thing is First. Merge your map with your buildings Preset. Flying or non-flying set. Select one of the whole bases nod or Gdi. Thats Including the Pink Terrain mesh that outlines the Buildings Powerplant , Refinery , Barx or hand Weapons Factory or Airstrip and the Defenses , oblisk or Guard Tower.

2) Map out where you want your Base for that Side (Gdi or Nod). Cut a hole in your Main mesh for ground where you want your base. Make sure that pink ground Preset will fit in the Square you vut. Level it up. Make sure you still have all the buildings and the grounf selected when leveling the ground with the buildings ground.

3) Now wiht your Buildings mesh and your ground mesh leveled with eachother Select one and convert it to editable mesh. Then hit attach and attack it to the other. Now Select Editable mesh and hit vertices. Select the closet Vetices and Weld them together. After you are done it should look something like this.

Im sure someone could explain this better. Also Im sure I didnt have to add all the detail since your are experianced , But it might help other. Also I have no clue if i Even helped you at all. I think you said you were trying to make your buildings outlined so they would fit in your map.

Subject: Need help with cutting the terrain for structures.

Posted by [IRON FART](#) on Fri, 30 Apr 2004 05:42:58 GMT

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icedog90

I can't figure out a good and easy way to cut the terrain around structures besides just making the shape of the structures seperately, and then boolean them.

Well whats wrong with using boolean?

Subject: Need help with cutting the terrain for structures.

Posted by [icedog90](#) on Fri, 30 Apr 2004 06:08:31 GMT

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But the thing is, cutting the ground and moving the available vertices around the buildings will take a LONG time. Also, you don't know if you even have enough vertices in the area to cover every single building. I want to know if there is an easy way around this.

IRON-FART

Well whats wrong with using boolean?

What I meant, was that you'd have to re-make the buildings as a shape, because the building itself cannot be booleaned to cut in the ground.

Subject: Need help with cutting the terrain for structures.

Posted by [Aircraftkiller](#) on Fri, 30 Apr 2004 06:41:40 GMT

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Or you could simply use the damn temporary ground meshes provided for you, that's what they were put in for..

I honestly hope you don't think those untextured polygons around the buildings are meant to be deleted.

Subject: Need help with cutting the terrain for structures.

Posted by [Spice](#) on Fri, 30 Apr 2004 06:58:25 GMT

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Ok I made a pic. The red lines Represent which vertices should be welded. Might give you a idea of what to do.

Red = Red Things drew

White = White thigns i drew

Cyan = Cyan thigns i drew

Subject: Need help with cutting the terrain for structures.

Posted by [Blazer](#) on Fri, 30 Apr 2004 09:31:36 GMT

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AircraftkillerOr you could simply use the damn temporary ground meshes provided for you, that's what they were put in for..

What/where are those? I'm gonna make a map one of these days, so I'd like to know the proper way to place buildings as well. Why can't you just put them on "top" of the ground terrain?

Subject: Need help with cutting the terrain for structures.

Posted by [--oo00o00oo--](#) on Fri, 30 Apr 2004 11:20:01 GMT

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^^ if u simply "placed the buildings ontop of the ground" 2 things will take place (depending on the structure).

1. of course if the building has a lower level, the ground would make the lower part unaccessible.
 2. the floors and the ground will interpolate, causing "Z fighting" (flickering of the 2 overlapped textures).
-

Subject: Need help with cutting the terrain for structures.

Posted by [Sanada78](#) on Fri, 30 Apr 2004 14:47:25 GMT

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I long while ago, I re-did the ground around the buildings on some of the structures (mainly the common ones). Not that there was anything wrong with the ones Westwood did, I just wanted to re-do the the way I wanted.

I might upload them later for people having trouble with this. Will post link later if I do.

Subject: Need help with cutting the terrain for structures.

Posted by [bigwig992](#) on Fri, 30 Apr 2004 15:33:54 GMT

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I don't see what the problem is? Ack is right, there's a template included with the .gmax file. Make sure when you import the file you select all, or, make sure you get the PLane 01. I've seen the picture of it like 8 times in this thread, just use that, make your terrain around it, attach it, weld, and if needed detach afterwards.

Subject: Need help with cutting the terrain for structures.

Posted by [Sir Kane](#) on Fri, 30 Apr 2004 16:01:08 GMT

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Create a plane, convert it to a mesh, delete all faces and verticies, then turn snap to vertices on, crate verticies about the buildings and build the rest of the mesh. Works best that way.

Subject: Need help with cutting the terrain for structures.

Posted by [icedog90](#) on Fri, 30 Apr 2004 17:13:29 GMT

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AircraftkillerOr you could simply use the damn temporary ground meshes provided for you, that's what they were put in for..

I honestly hope you don't think those untextured polygons around the buildings are meant to be deleted.

Actually, I did use the temporary on a level once. It worked fine, but then a line shows around the seperate mesh because the texture isn't properly UVW mapped to be the exact size and position as the normal terrain.

Silent KaneCreate a plane, convert it to a mesh, delete all faces and verticies, then turn snap to vertices on, crate verticies about the buildings and build the rest of the mesh. Works best that way.

Thanks, I'll try that.

Subject: Need help with cutting the terrain for structures.

Posted by [IRON FART](#) on Fri, 30 Apr 2004 17:14:46 GMT

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BlazerAircraftkillerOr you could simply use the damn temporary ground meshes provided for you, that's what they were put in for..

What/where are those? I'm gonna make a map one of these days, so I'd like to know the proper way to place buildings as well. Why can't you just put them on "top" of the ground terrain?

You can put them on top of the terrain, but you shouldn't. The bottom of a building is going to be flat, correct? Well the terrain often isn't flat and that could cause parts of the terrain to come up through the building.

Also you'd want the building to be perfectly level with the ground. If you didn't cut away the terrain, the two objects would simply coincide and cause clipping errors. In which case you'd have to raise the building a bit which is a crude way to deal with a simple problem.

If you have elevators in your building, the terrain wouldn't let you pass through to the lower levels.

Subject: Need help with cutting the terrain for structures.

Posted by [Spice](#) on Fri, 30 Apr 2004 17:26:22 GMT

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Well because it didnt uv map right was because you didnt weld the vertices or you didnt attach them as one object.

Subject: Need help with cutting the terrain for structures.

Posted by [icedog90](#) on Fri, 30 Apr 2004 17:27:30 GMT

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OOHHH, I forgot all about attaching... lol. Well, that would help a LOT.
