Subject: Cuttin stuff
Posted by bisen11 on Wed, 09 Feb 2005 00:26:15 GMT
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How would i cut out stuff in shapes? I want to make an entrance for a box i made. Also How do i apply textures to the inside as well?

Subject: Cuttin stuff
Posted by Oblivion165 on Wed, 09 Feb 2005 00:39:03 GMT
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Boolean, there is an excellent tut on renhelp for that.
http://renhelp.co.uk/?tut=49

As for texturing, Detach meshes before texturing them. Like all the walls, and floors and such.

Subject: Cuttin stuff
Posted by Sir Phoenixx on Wed, 09 Feb 2005 03:16:00 GMT
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Make an object in the shape of how you want the hole/tunnel/etc. to be, then just select the box, click on the drop down menu on the right under the "Create" tab, select "Compound Objects", click on "Boolean", then click on "Pick Operand B", and click on the other object, and that's it. Using boolean isn't complex enough to need a tutorial, it's just selecting the objects and clicking two buttons and a menu item.

Subject: Cuttin stuff
Posted by Aircraftkiller on Wed, 09 Feb 2005 03:35:38 GMT
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And the resulting cleanup or manual creation if the boolean tool didn't do anything more than outline the hole you wanted to make.

Subject: Cuttin stuff
Posted by Sir Phoenixx on Wed, 09 Feb 2005 03:59:04 GMT
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Oh yeah, forgot to mention that. If there are any open areas (missing/deleted faces) in the object, and/or if there are any parts of the model where a polygon isn't connected with all of the vertices that make up the edges around it, using boolean subtract will just cut a whole out of the surface, leaving the inside open.

You'd either need to make sure all polygons were connected to all vertices around it (instead of skipping a vertice in the middle of a straight line and connecting it with just the corners, for example), or create the new polygons after you boolean subtract it.