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Subject: Connecting rooms/hallways

Posted by [SuperMidget](#) on Wed, 16 Mar 2005 17:09:52 GMT

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How do you prostar map makers come to making an indoor level without leaving tiny gaps in the ceilings and floors?

This is how I do it tell me what I should do to improve please.

- First I make the floor plan of the building that the level takes place in (you can't go outside)
- I clone the floor plan and move it off to the side which will be used for a roof later
- Extrude
- Texture
- Manually move roof to fit

?

Also: I extrude the planes indivually, and then boolean. Is this right? Or should I attach the floor all together then extrude the outline of the whole piece?

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Subject: Connecting rooms/hallways

Posted by [Dan](#) on Wed, 16 Mar 2005 18:32:36 GMT

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I just make a box, select all faces, and then flip them. Then extrude and edit the verticies etc... until you got the interior plan you want, then I just detach the walls, and ceiling (or any other parts you want separate textures, and then texture it.

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