Subject: Cutting Holes In Terrain Help
Posted by Anonymous on Sun, 12 Jan 2003 10:52:00 GMT
View Forum Message <> Reply to Message

Don't know if there is a tutorial out there for this, if there is could you post a link for it? But anyway heres my question, When adding single player buildings to the map they require the terrain underneath them to be removed. Could anyone give me a method on how to cut around the shape of a building from a plane in RenX (gmax)? I remember a tutorial by ACK (i think) which briefly said that you have to cut the ground out to allow for the underground interior. Basically a hole in the ground needs to be extruded the shape of the base of the building.

Subject: Cutting Holes In Terrain Help
Posted by Anonymous on Sun, 12 Jan 2003 10:58:00 GMT
View Forum Message <> Reply to Message

Not having made a Renegade map myself, I can only tell you how to do it in a general sense.Basically, place the building in the area you want it to be, then create polygons going from the nearest edges of your terrain to the vertices at the base of the building.

Subject: Cutting Holes In Terrain Help
Posted by Anonymous on Sun, 12 Jan 2003 13:30:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by General Havoc:Don't know if there is a tutorial out there for this, if there is could you post a link for it? But anyway heres my question, When adding single player buildings to the map they require the terrain underneath them to be removed. Could anyone give me a method on how to cut around the shape of a building from a plane in RenX (gmax)? I remember a tutorial by ACK (i think) which briefly said that you have to cut the ground out to allow for the underground interior. Basically a hole in the ground needs to be extruded the shape of the base of the building.You need to read through the tutorial again, then.www.cncden.com/ren_map_tutorial.shtml

Subject: Cutting Holes In Terrain Help
Posted by Anonymous on Sun, 12 Jan 2003 13:38:00 GMT
View Forum Message <> Reply to Message

Thanks, i knew you wrote one somewhere

Subject: Cutting Holes In Terrain Help
Posted by Anonymous on Sun, 12 Jan 2003 13:42:00 GMT
View Forum Message <> Reply to Message

I haven't read any tutorials yet so I dont know if I'm repeating them but the easiest way I found was to place the building on a plane, delete a couple of polygons under the structure and move around surrounding vertices to seal the gap.

Subject: Cutting Holes In Terrain Help
Posted by Anonymous on Mon, 13 Jan 2003 00:48:00 GMT
View Forum Message <> Reply to Message

There must be an easier way to do it...

Subject: Cutting Holes In Terrain Help
Posted by Anonymous on Mon, 13 Jan 2003 00:52:00 GMT
View Forum Message <> Reply to Message

use the Boolean Modifier