
Subject: Making Tunnels in Renx
Posted by [Gen_Blacky](#) on Tue, 14 Aug 2007 21:35:56 GMT
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Whats the best way to make tunnels in renx using Boolean or another way ?

Subject: Re: Making Tunnels in Renx
Posted by [Sn1per74*](#) on Tue, 14 Aug 2007 23:36:33 GMT
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<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=28>

Subject: Re: Making Tunnels in Renx
Posted by [Gen_Blacky](#) on Wed, 15 Aug 2007 01:11:04 GMT
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any other ways

Subject: Re: Making Tunnels in Renx
Posted by [Cpo64](#) on Wed, 15 Aug 2007 01:24:13 GMT
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There are a few different ways, (not quite as easy/good) what are you trying to do exactly?

Subject: Re: Making Tunnels in Renx
Posted by [Gen_Blacky](#) on Wed, 15 Aug 2007 04:43:22 GMT
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i just wanted to know if there where any other ways

Subject: Re: Making Tunnels in Renx
Posted by [Veyrdite](#) on Wed, 15 Aug 2007 06:49:17 GMT
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extrude a polygon, and shape it square and upright, extrude it, then make it smaller then extrude it and drag it backwards into the tunnel

Subject: Re: Making Tunnels in Renx

Posted by [R315r4z0r](#) on Wed, 15 Aug 2007 06:51:03 GMT

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Boolean is sooooo much easier to use.

Subject: Re: Making Tunnels in Renx

Posted by [Tunaman](#) on Wed, 15 Aug 2007 08:02:46 GMT

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Sometimes boolean creates unnecessary faces though. :\

Subject: Re: Making Tunnels in Renx

Posted by [Zion](#) on Wed, 15 Aug 2007 17:04:39 GMT

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That's why most modelers optimize their models...

Subject: Re: Making Tunnels in Renx

Posted by [Gen_Blacky](#) on Wed, 15 Aug 2007 18:57:52 GMT

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Quote:That's why most modelers optimize their models...

o lol never really thought about that lmao

Subject: Re: Making Tunnels in Renx

Posted by [Cpo64](#) on Wed, 15 Aug 2007 19:04:44 GMT

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Optimizing can do funky things on terrain.

Another way it to make a box, extrude it different directions in the shape of the tunnels you want, then flip all the polygons.

Subject: Re: Making Tunnels in Renx

Posted by [Veyrdite](#) on Thu, 16 Aug 2007 05:34:41 GMT

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good idea, then just model the tunnel mouth and you're done.

Subject: Re: Making Tunnels in Renx
Posted by [R315r4z0r](#) on Thu, 16 Aug 2007 05:40:59 GMT
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This is how I make a small infantry cliff tunnel using Boolean...

Make box. Pretty long-ish but not a big piece. Wide/high enough for inf to enter. Then Shape it into a rockish-tunnel form.

Then select Face and select one full end of the box, and continually extrude it and move the new piece out and reshape it. Just keep doing that until I reach the desired lenth.

Then all I do is copy the mesh, change its color, shrink it with the scale tool, and then go to top view and wireframe. Select vertex, and make sure all the corners are where they need to be. THen cut it out with boolean and BOOM done.

Sure, lots of steps, but they are each really easy to do, and the end result is much better than that of a simple box dragged backwards through another box..
