
Subject: My very first Renegade model!

Posted by [Anonymous](#) on Tue, 14 Jan 2003 14:12:00 GMT

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yeah...use the boolean tools (main one is subtract) and cut the hole in it instead of using several different objects to form the hole...and add some more details...(you can also make it from 1 object, here's the best way):instead of making each shape out of different objects, use extrude: make a single box with 5 segments going from front to back (which ever way that may be in gmax), and size this to be the front wall which the hole will go in, than go into sub-object mode (right click, editable mesh) and edit the vertices, select the middle 4 verts on the bottom and move them up so that they are at the same level as the bottom of the roof would be. than click on the sizing tool(make sure it's the non-proportional one, the one with the two boxes that aren't similar) and size the left-middle verts (of the 2 that you just moved up to form the ceilings bottom, the one on the left) and the set of verts directly to the left of it so that they're in a straight line, than do the same thing with the right-middle and the ones directly right of them. now on the toolbar, go down till you reach the section with the vertex welding tool, replace the '0.1' with '1.0' and than select all the vertices, and hit the button next to the textbox with the '1.0', it will join all vertices together that are within 1 unit of each other (the top verts that you just sized to gether ealier)... now go back up to the top of the tool bar and select the polygon sub-object mode (a red square, 2nd from right) and select all the back polygons (click one, than hold down ctrl and click another until you have them all highlighted), than right click, click extrude, and go to the overhead view, and pull on the highlighted faces (hold down the button)it has been extruded, now go back into vertex mode and move the new ones back to where those things that are protuding on either side behind the bunker, move the top vertex's forward so it forms a slanted surface. than create a plain box with no segments and position it so that it goes all the way through the front where the opening will be, than click on the bunker, click on the geometry tab on the tool bar, click the pulldown menu, click the compound one, click the boolean button, click the box that you created, hit the 'subtract a-b' button and it cuts the hole out, than go go back into sub-object mode and click the pull down menu with all the different options and click the 'optimize' button, it will get rid of all the un-needed faces and bring the poly count down a few polies, than put it in game um, yeah...so that's how you could make that entire thing, look just like that out of 1 piece...if that's alittle too confusing let me know and i'll tone it down a bit [January 14, 2003, 14:15: Message edited by: Sir Phoenixx]
