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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.

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