Subject: boolean tool
Posted by Sir Phoenixx on Sat, 14 May 2005 21:28:35 GMT
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After you have the two objects, the one you want to cut the hole in, and the one you want to use to cut the hole...
1. Go to the tools panel on the right, under the Create tab, and the Geometry section, and select "Compound Objects" from the drop down menu at the top of it.
2. Select your object that you want to cut the hole in.
3. Click on "Boolean", then the "Pick Operand B" button.
("Subtraction" is selected by default, you can change this by scrolling down and selecting another radio button.)
4. Finally click on the object you want to cut the hole with, it subtracts it's shape from the other object.

Just a couple tips... The object you're cutting a hole in needs to be completely closed, all vertices need to be connected to their neighboring polygons, otherwise it will not create the "walls" for the area that is cut out, but instead it will only cut the shape out of the surface. (This won't be necessary if you just want it to cut a hole in the surface, like if you're going to connect the newly cut hole with another existing object to form the walls.)

Also, if you're not cutting a hole in the middle of a flat surface, chances are it will add a ton of additional unnecessary vertices (and thus unnecessary polygons too), just select a vertice that doesn't need to be there (like in the middle of a straight line) and move it to one that needs to be there (the corner/end of the straight line) and weld them together.

(select the vertices you want to combine, and on the right menu, towards the bottom is a "Weld" section with a "Selected" button with "0.1" next to it, press this button to weld them together (you can increase this number if you need to, if you only have the vertices you want to weld selected, then it can be 100 or whatever.).

Or you can just delete the vertex, and left over polygons that were attached to it, and recreate the polygon with the necessary vertices.