Posted by Sir Phoenixx on Mon, 03 Mar 2003 13:38:01 GMT
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Boolean in gmax/3dsmax allows you to cut holes in objects (Subraction A-B), it also allows you to unite objects together, deleting the faces that will be inside the object, and joining their faces together (Union A+B) (creates more polygons than using the Attach modifier (right click, convert to editable mesh, Attach))