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Subject: Re: i was wondering...

Posted by [YSLMuffins](#) on Sat, 12 Aug 2006 18:18:26 GMT

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Just FYI, but the boolean method does work. If your ground is mostly (or completely) flat, you just have to apply an edible mesh modifier (or convert to edible mesh if you don't need the boolean modifier). Your new faces and vertices should be created to match the underside of the building. You just have to delete them.

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