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| **Destroyed Walls** |
| **What we are going to do:** |
| We will make a wall look like its been through "War" ahhaaa! |
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| **Get Going!** |
| Okay, make a room, mine is "512x512x256", then put the grid on 8, and hallow it out! Pick a texture and hallow it out!  Now make a wall in the middle, about half the height of your wall, and apply a texture to this, mine is the same as my walls, like this:  http://web.archive.org/web/20050130213551/http://users.1st.net/kimberly/tutorial/destroyed%20walls/middlewall.jpg  Now drag it to the out side of your room so we can demolish it w/out hurting our room:  http://web.archive.org/web/20050130182816/http://users.1st.net/kimberly/tutorial/destroyed%20walls/drag.jpg  Deselect that wall and draw another little box a bit on top of it! and in it a little ahhaah! here looky:  http://web.archive.org/web/20050130203106/http://users.1st.net/kimberly/tutorial/destroyed%20walls/lilbox.jpg  Now hit "E" on the key board! Blue cubes will form in your corners, we are mainly concerned w/the ones in the "Front view" and that are in the bottom corners:  http://web.archive.org/web/20050130224346/http://users.1st.net/kimberly/tutorial/destroyed%20walls/these.jpg  Now left click on the one in the bottom left and drag it down to the edge a little! and then click the one on the right and drag it up and in a smidge!  http://web.archive.org/web/20050130193405/http://users.1st.net/kimberly/tutorial/destroyed%20walls/drag2.jpg  Now "CSG Subract" it, then just delete it w/the "Backspace" button! and there is your hole!  http://web.archive.org/web/20050131065150/http://users.1st.net/kimberly/tutorial/destroyed%20walls/wall.jpg  Now, just select all of your newly holed wall and drag it back to your room, compile and vualla there you go!  Now onto a little bit more [advanced](http://web.archive.org/web/20040112114638/http:/users.1st.net/kimberly/tutorial/advdestwall.htm) way of doing it! |