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| **Miter Your Corners** |
| **What we are going to do:** |
| Learn how to make miters for your corners to reduce poly count, and increase frame rate, also you want to do this when ever you have 2 walls touching at the ends. |
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| **Get Going!** |
| We are going to use a tool called the "clipper" very usefull tool, you can just hit "X" on your key board or hit this button "http://web.archive.org/web/20040107085053im_/http:/users.1st.net/kimberly/Tutorial/miter/button.jpg".  Okay, build a room, does not matter what size, mine is 512x512x512, hallow it out, and apply a texture. Deselect everything, and select one wall! Hit "X" to get the clipper and left click on these to points on your wall  http://web.archive.org/web/20040630072707/http://users.1st.net/kimberly/Tutorial/miter/click.jpg ((left click were the '1' is first, then left click where the '2' is))  NOW hit "Enter" and you will have cut the part off that is not yellow and will have the part that is yellow still there!  http://web.archive.org/web/20040630075907/http://users.1st.net/kimberly/Tutorial/miter/cut.jpg  Now do this for the ajacent wall!  http://web.archive.org/web/20040630083213/http://users.1st.net/kimberly/Tutorial/miter/otherwall.jpg  and you get the final product!  http://web.archive.org/web/20040630064426/http://users.1st.net/kimberly/Tutorial/miter/beautiful.jpg  Good Job!!!!!! Thats it! |