A simple "Brush" consists of six sides. A top, bottom, front, back, left, and right. Each of those sides is made of 2 traingular polys. So every simple brush has 12 polys. Adding sides to a brush increases these numbers.  
Holding "shift" and Left clicking on a brush selects the entire brush (every face).  
Holding "ctrl" + "shift" + Left clicking on a brush face will select only that face.  
  
1) CAULK: This texture is one of the most widely used, and necessary textures in your map.   
It's purpose is to reduce polycount by telling the engine that nothing is there, and when used properly in certain situations, will also tell the engine not to draw any polys BEHIND it also (See Elite's post "caulk"). It is used on almost every brush face that is not visible to a player in-game. It is a solid texture (meaning it will block player movement).  
A good habit to get into early on is to build your structures (including cutouts for windows/doors/holes for stairs/etc.) out of caulk. Then, select only individual brush faces (ctrl + shift +Lclick) that the player will be able to see, and apply your texture.  
  
ORIGIN: This texture is used to tell the engine where the "origin" of an entity will be.  
For example, let's use a func\_rotating door. When you create the entity, the "origin" brush will tell the engine that the door will rotate from the origin. For a door, it simply becomes your hinge.  
  
HINT: This texture is used to help FPS by creating portals where you want them. Commonly referred to as "hint brush" it is simply a brush with the common texture "hint" applied to it.  
It is best to use this once you have an overall understanding of the game engine and how it draws your map in-game. Using it without knowing how can do more harm than good.  
  
VIS: This texture, when applied to a structural brush, and targeted properly, will tell the engine what NOT to draw. When used it is referred to as a vis\_leafgroup, or simply "leafgroup". It is used to increase FPS by manually telling the game engine what not to draw when a player is within that leafgroup.  
Again, understanding the engine is necessary to implement this function.  
  
CLIP: There are many types of clips. But they all serve the same basic purpose, and that is to put up a barricade against certain movements. They are all invisible in the game.  
Player clips are the most common clip.   
Player clips are used to block player access to areas. It does not block projectiles or monsters (AI).   
  
NO-DRAW: No-draw is a non-solid, completely transparent texture. It's main function is to create a base brush for a fence mask (railings, fences, gates that are preexisting textures with inherent transparencies). It allows you to create realistic, non-duplicated, see-through fences out of game textures.  
  
  
These are some of the most common textures used in Radiant that serve a purpose other than decorating you structures.  
Practice makes perfect, so use them and experiment until you feel you know them.

A mask is a part of a texture that provides transparencies. When the surfaceparm fence is applied to that texture in the .shader (that's the file that has the texture references; not important, just keep reading), then all parts of the texture that are transparent may be shot through, however everything else is blocked.  
  
The problem that the NoDraw texture solves is that when you apply Caulk to the untextured sides of a masked texture, it then, more or less, loses its fence attribute, making it like you're shooting stone whenever you hit a transparent spot in the texture. NoDraw is like the number zero; it's a placeholder for things that would ordinarily have nothing else to attach to. It has no other effect on the world.

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