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| **Making 2 Rooms and a Hall** |
| **What we are going to do:** |
| We are going to make 2 rooms and connect them w/a hall way! |
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| **Get Going!** |
| Hopefully you have read the other tuts I wrote, if not, you might want to. Well lets go, open MOHRadiant, and made a room that is 512x512x265  http://web.archive.org/web/20050122092432/http://users.1st.net/kimberly/tutorial/2rooms/2rooms.jpg  Now what you want to do is to hallow out this room, and apply some texture, does not matter what texture you pick! Okay, w/you hallowed room still selected, tap the "space" bar and you will duplicate that room. Drag it over a lil bit so it is aligned w/the other room, but not touching it!  http://web.archive.org/web/20050122060639/http://users.1st.net/kimberly/tutorial/2rooms/2.jpg  Now hit the "ESC" key to deselect this room. NOW YOU HAVE 2 OF THE SAME ROOOOOMS!  Now draw a little connector box so it is....well don't know how to explain, look at the pic.hehe. Look at the purple arrows, make it so they are there, and make sure the bottom is not on the bottom of your 2 rooms!  http://web.archive.org/web/20031118221658/http://users.1st.net/kimberly/Tutorial/2rooms/hall.jpg  Gooood! Now "CSG Subtract" it, then "Hallow" it out!  http://web.archive.org/web/20050124191804/http://users.1st.net/kimberly/tutorial/2rooms/subtracth.jpg  Goooood!  Now hit "Esc" to deselect, and now hold "shift" an in the 3D view, select the 2 sides that are touching your 2 rooms.  http://web.archive.org/web/20050124161632/http://users.1st.net/kimberly/tutorial/2rooms/select2.jpg  Hit "Backspace" to delete them! Woo hoo we can see the other side! good job!  Okay, now select the bottom part of your hall! and drab it down so it lines up w/your floor.  http://web.archive.org/web/20050121062411/http://users.1st.net/kimberly/tutorial/2rooms/selectbottom.jpg ((Selected))  http://web.archive.org/web/20031119145144/http://users.1st.net/kimberly/Tutorial/2rooms/movedown.jpg ((move it down))  Great! and there is your hall, connecting your 2 rooms!  http://web.archive.org/web/20050124114315/http://users.1st.net/kimberly/tutorial/2rooms/newhall.jpg  GOOD JOB! |
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| **Now to clean things up!** |
| Okay, if you were to apply another texture to your hall, it wouldn't look right, it would look like the left pic, when we want it to look like the right!  [http://web.archive.org/web/20040107085752im_/http:/users.1st.net/kimberly/Tutorial/2rooms/thumbs/no1.jpg](http://web.archive.org/web/20040107085752/http:/users.1st.net/kimberly/Tutorial/2rooms/no.jpg)[http://web.archive.org/web/20040107085752im_/http:/users.1st.net/kimberly/Tutorial/2rooms/thumbs/yes1.jpg](http://web.archive.org/web/20040107085752/http:/users.1st.net/kimberly/Tutorial/2rooms/yes.jpg)  Or if you like it like the one on the left, don't worry about it, but we still need to fix this  http://web.archive.org/web/20040107085752im_/http:/users.1st.net/kimberly/Tutorial/2rooms/thumbs/this.jpg  the over lapping textures!  So Lets go!  First select your hall, and shrink everything back  http://web.archive.org/web/20050122102714/http://users.1st.net/kimberly/tutorial/2rooms/backup.jpg  Then deselect your hall and select the wall next to it and pull it over so it covers up the one part of your hall wall.  http://web.archive.org/web/20050124182051/http://users.1st.net/kimberly/tutorial/2rooms/selectwall.jpg ((wall selected))  http://web.archive.org/web/20040805200805/http://users.1st.net/kimberly/Tutorial/2rooms/wallmovedup.jpg ((wall moved up))  Do this for all the sides around the hall, indecated by the Red X  http://web.archive.org/web/20040107085752im_/http:/users.1st.net/kimberly/Tutorial/2rooms/thumbs/x.jpg  Now deselect everything and select the ceiling, and move it up!  http://web.archive.org/web/20050124052543/http://users.1st.net/kimberly/tutorial/2rooms/movecieling.jpg  And thats it, compile and your hall is perfect! |

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