

Bending a Brush

What we are going to do:

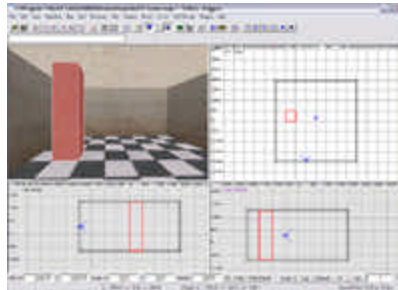
In this tut, I will show you how to bend a brush, just in case you want to make like a pipe or something on the wall!

Get Going!

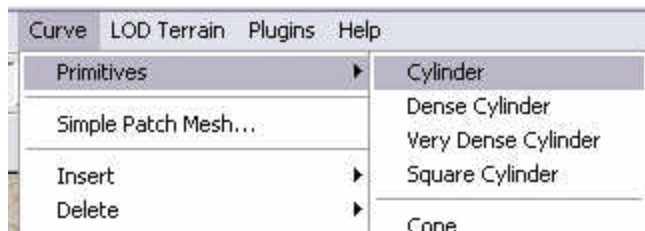
Okay, make a room 512x512x256, put grid on 8 and hollow it out!

Okay, now make a brush 64x64x256 any where in your map, and put any texture on you want!

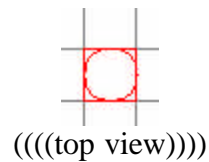
I placed mine in the middle/to the left:



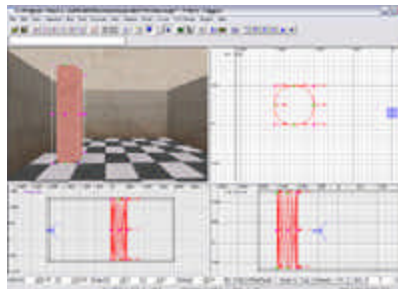
Great, now go up to "Curve" "Primitives" "Cylinder":



Your column will turn round:



Great, now hit "V" on your key board, you will get some green and pink boxes on your column:



Okay, now for the tricky part! In the front view, the top left green box, drag it over to the wall!

See that is how you bend!

Now the tricky part, making it look real, just match up my dots:

Drag top!

Drag Center

Drag Bottom



