

## **Blow stuff up!**

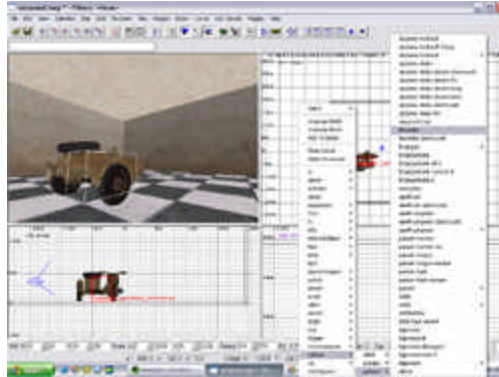
### **What we are going to do:**

In this tutorial, we are going to blow stuff up! And make it look good!

### **Get Going!**

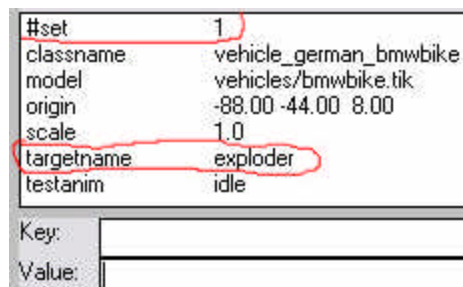
Make a room, any size you want, mine is 512x512x256. Put grid on 8 and hallow it out, then apply texture.

Then right click in the top view and go to "vehicle" "German" "bmw\_bike"



Good, now w/the bike still selected, hit "N" on the key board. In the console, put these values in.

#set / 1  
targetname / exploder



Now get rid of the console and deselect your bike.

Now right click again in top view and go to "vehicle" "German" "bmwbike\_destroyed"



and place it exactly on top of the good looking bike.



