


## Miter Your Corners

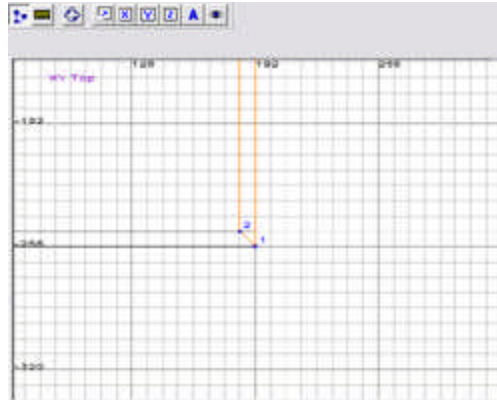
### What we are going to do:

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.

### Get Going!

We are going to use a tool called the "clipper" very usefull tool, you can just hit "X" on your key bo  
or hit this button .

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  
points on your wall

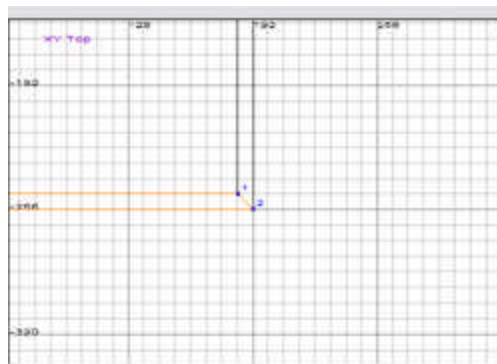


((left click were the '1' is first, then left click where the '2' is))

NOW hit "Enter" and you will have cut the part off that is not yellow and will have the part that  
yellow still there!



Now do this for the adjacent wall!



and you get the final product!



