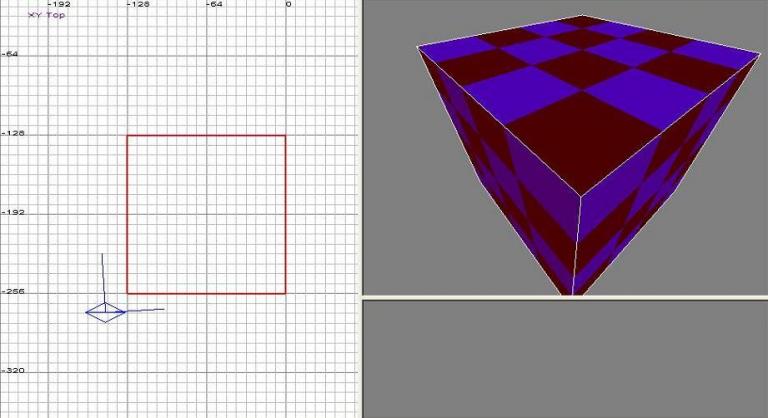
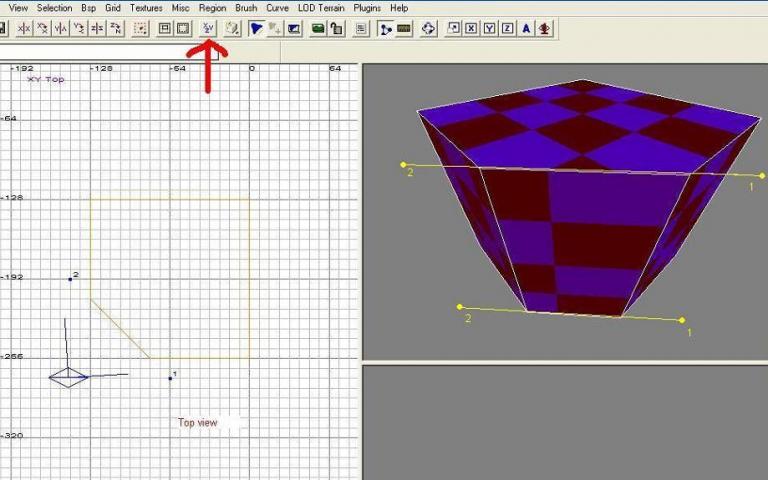
**Clipping brushes using the 3-point clipping tool**

You can cut brush sides with it with a special corner, not for example only the x and the y axis are getting a diagonal cut, also the z axis is getting a diagonal cut together with the other 2 axes. This sounds a bit complex, so lets show it instead.

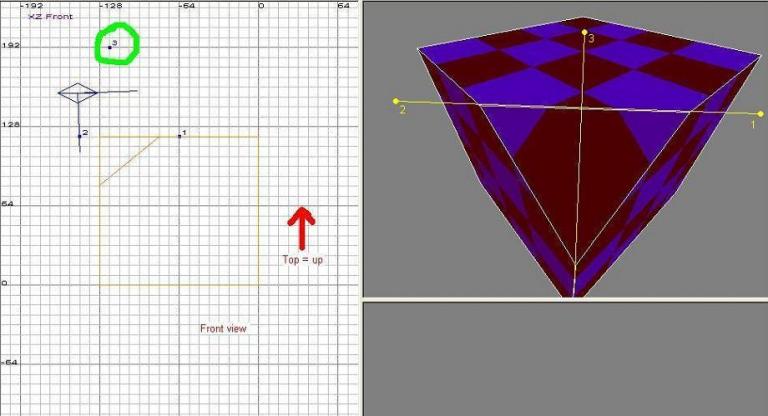
Let's try to cut this point of the brush



First cut the corner like this using 2 clip points, this looks familiar doesen't it. I made some yellow points and lines in the 3d view, so you will see where the location of the points in 3d will be, and how it will be cut. Now to finish it, we need to put a point some where in the map, but how? The 3:d point must between the 1st and 2nd, and it also must be above the upside of the brush. Well let's try it to hit the xyz buttom (market with the red arrow) first, so you will get the front view.

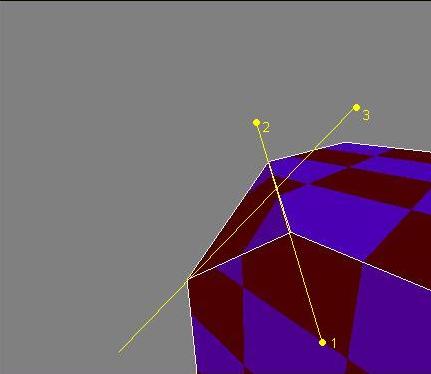


Now place the 3th point (market with the green circle) above the brush, then slide with it untill you will get what u want, the 3d view would be really helpfull to do this. dude... it works...



You can still drag all the 3 points to adjust the actual cut that will be performed as soon as you hit the **Enter** key (Pressing the **Esc** key will remove all clipping points and give you back the original brush).

Let's have a view from an other side. Cool! So hard to find out, so easy to do it.



**Note:** If you placed the clipping points in the reverse order, the effect will be that you cut away everyting you wanted to keep. Instead of redoing your clipping from start: You can press the tilde key ( ~ , or the key you drop down the console with inside MOHAAA ) to reverses the clip.

- [At0miC](http://gronnevik.se/rjukan/index.php?n=Profiles.At0miC)