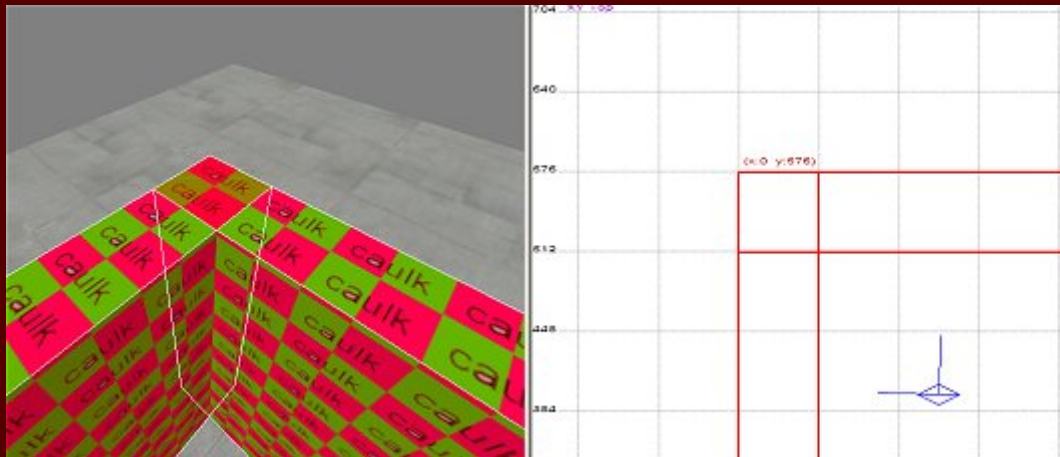


CUTTING CORNERS

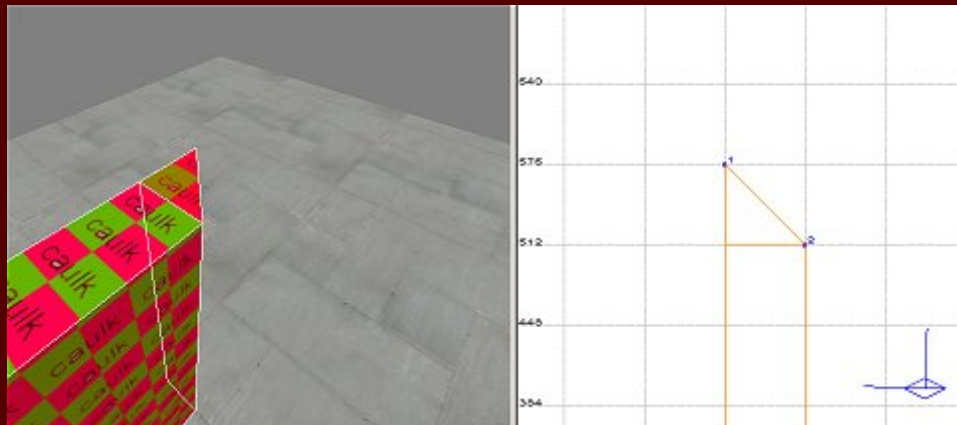
Ok heres a nice way to make a nice corner, making sure that you minimise the surfaces rendered during compiling.

PART 1 - OK, here we see 2 walls (brushes), overlapping each other, and BOTH brushes are selected and both are entirely textured with plain "caulk" texture which we located in the textures/common/ dropdown menu at the top of Radiant.



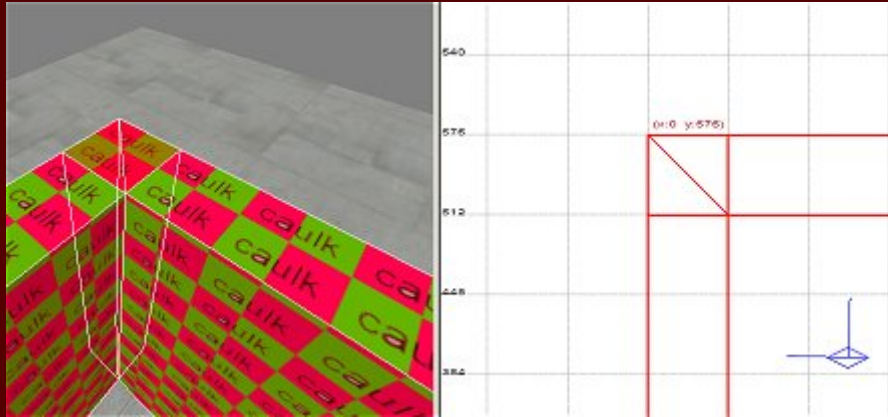
PART 2 - Next press the "x" key and left click once with the mouse pointer on the upper left corner on the overlap then left click once again in the lower right corner of the overlap.

Dont worry that one of the walls has disappeared, it is still there, honest, hehe.

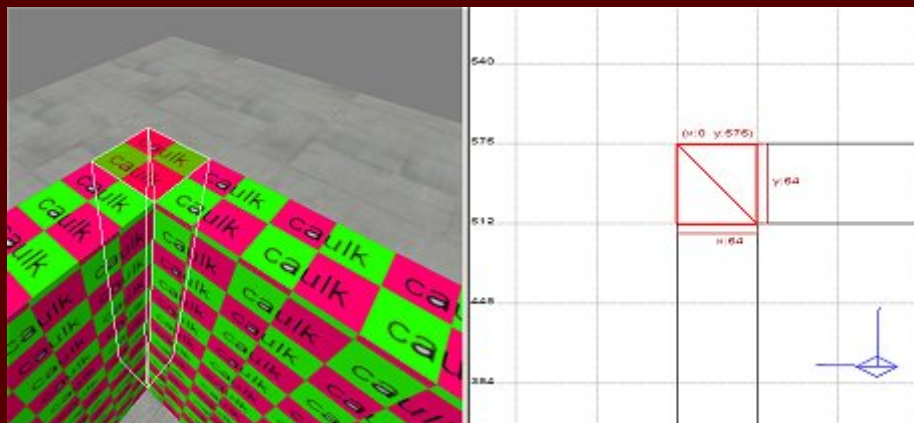


CUTTING CORNERS

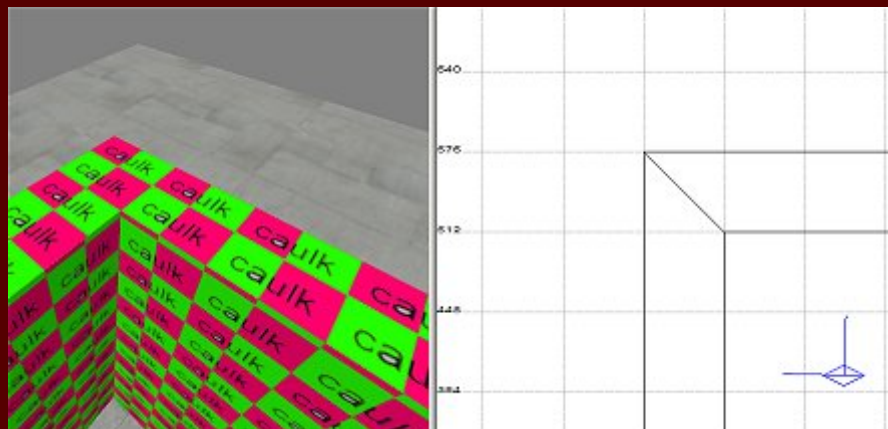
PART 3 - Next hold down the right "shift" key and push the "return" key once. This will make a 45 degree angle cut through both brushes which results in us now having 4 brushes ALL selected for now.



PART 4 - Now hold down the left "shift" key and left click each of the large wall brushes in the camera view, this should leave the two small angled brushes at the corner still selected (highlighted in red)



PART 5 - Next press the "backspace" key above the return key normally, and hey presto we are left with 2 wall brushes that fit exactly where they meet at the corner.



CUTTING CORNERS

PART 6 - Finally pick a nice wall texture and texture **ONLY** the surfaces that will be visible in your map.

To texture a single surface - first select your texture, close the texture window, then hold down **BOTH** the left "Ctrl" key AND the left "shift" key and then click once with the middle mouse button when your mouse pointer is over the surface you wish to texture in the camera view.

