

Blasting an irregularly shaped hole in a wall is complex effect requiring an intermediate knowledge level of 3D Max. These steps are illustrated below.

1. Draw two shapes, a rectangle and an irregular spline using the line tool. Save copies of each.

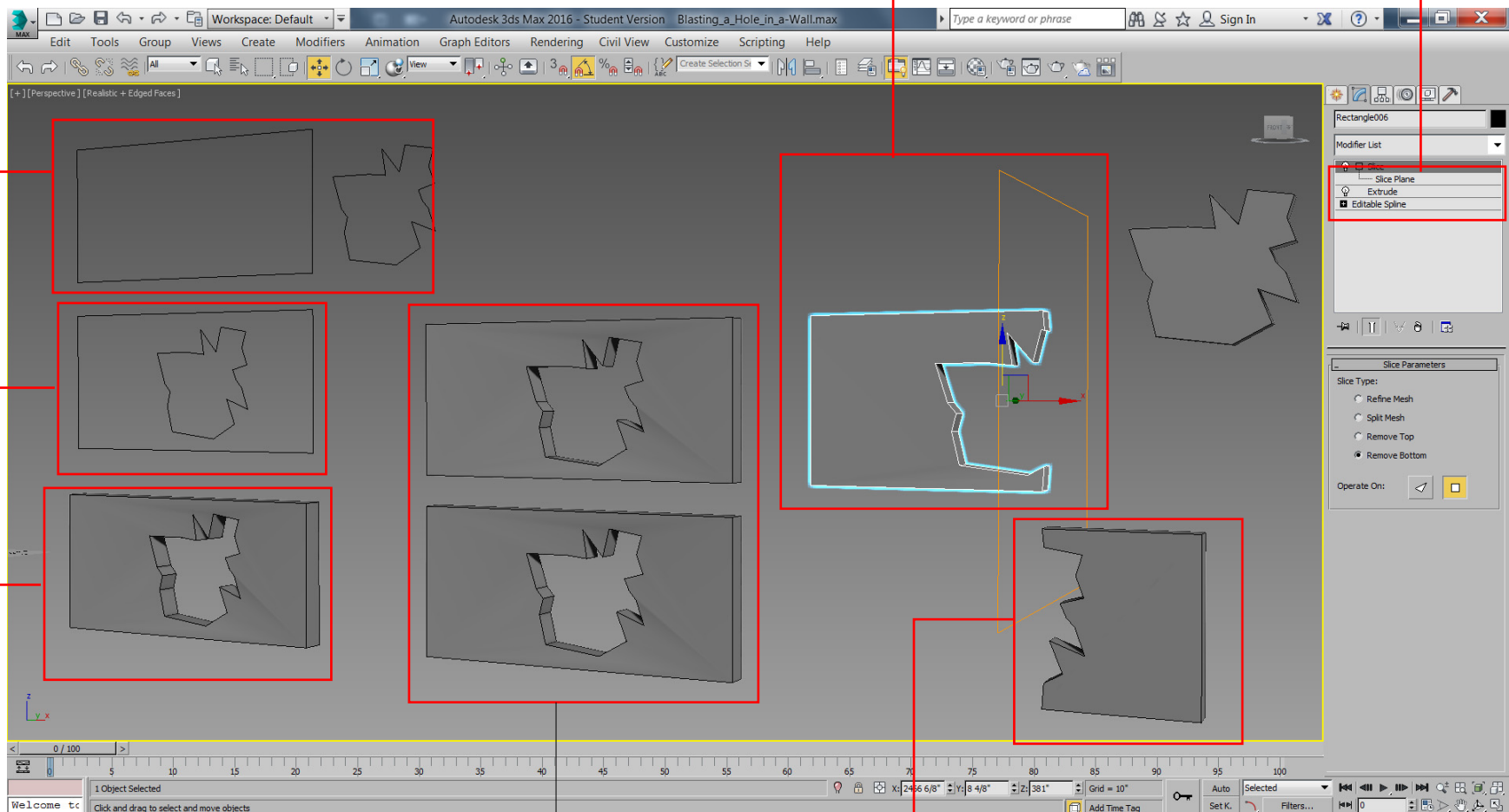
2. Place the irregular shape inside the rectangle and attach them.

3. Extrude the the rectangle and the irregular shape.

4. Make two copies of the extruded wall.

5. Apply the "Slice" modifier to one of the walls and Remove Bottom..

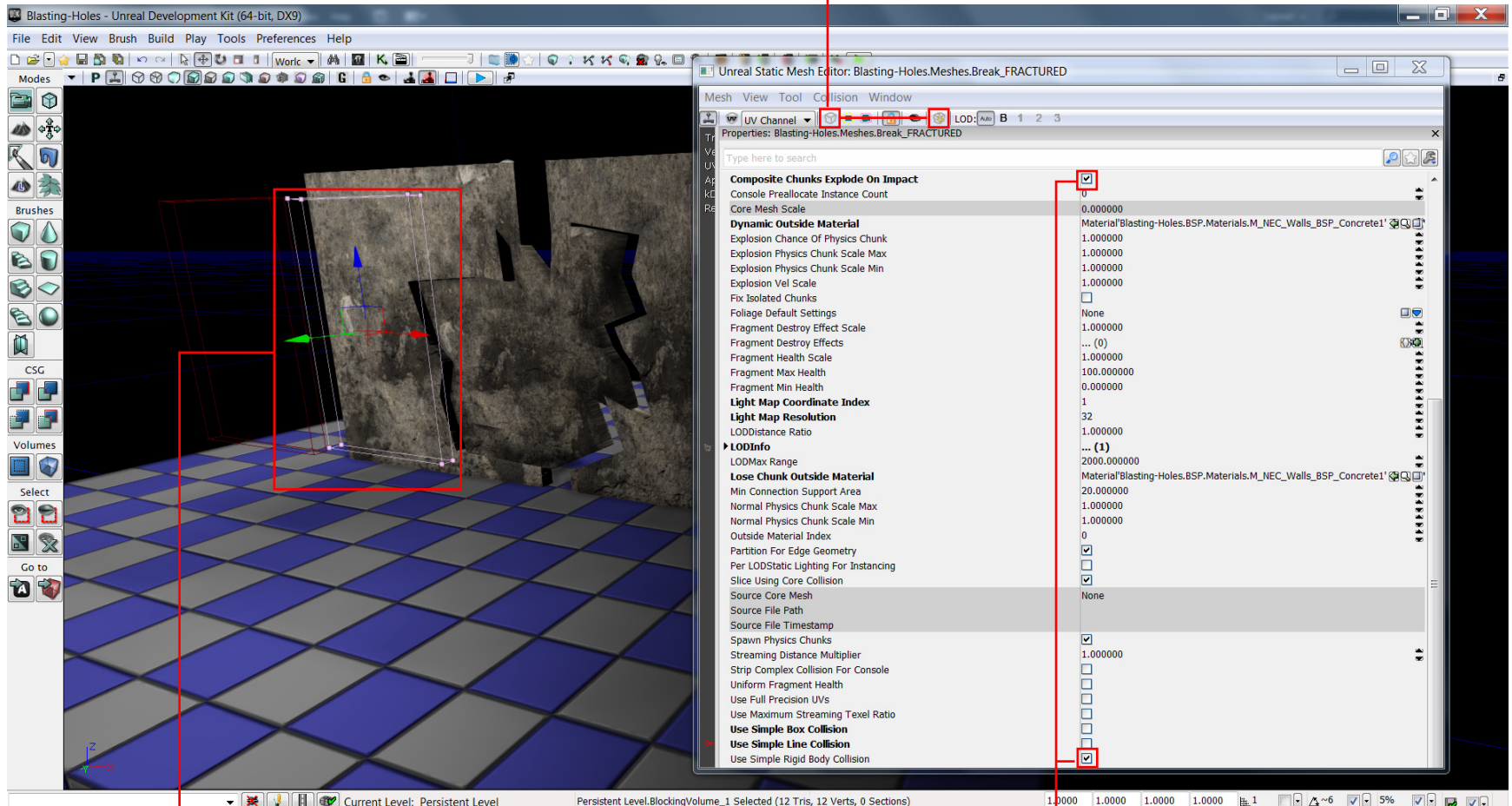
6. Copy the slice and paste it onto the other wall and reverse the setting to "Remove Top".



ADVANCED VIDEO GAME DESIGN

Export the three walls from 3D Max then import them into UDK

7. Open the wall piece that will fracture and apply collision and fracture settings.



9. Place "Blocking Volumes in the two wall pieces to prevent the player from walking through.

8. in the dialog box make the these settings.