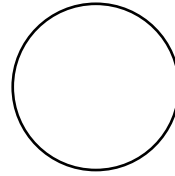


A maze made of sewer pipes offers plenty of opportunity to hide traps underneath the waters surface. Making the pipes is fairly easy for someone with moderate level 3DMax skills. You need to know how to extrude splines, Boolean objects and apply a multi-sub-object material.

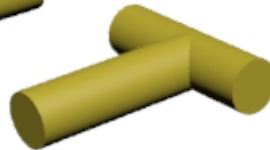
1. Begin by making a circle in 3D Max with the radius of 100 units.



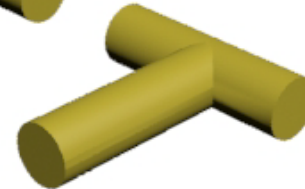
2. Use the extrude modifier to stretch the circle to 300 units to form a cylinder.



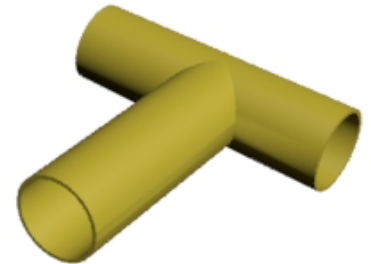
3. Clone a copy of the cylinder and spin it 90 degrees.



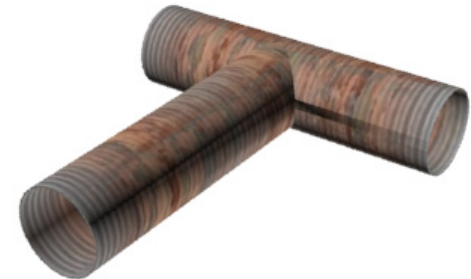
4. Position the two cylinders at right angles as shown.



5. Perform a Boolean "Union".



6. Convert to an Editable Mesh and delete the end polygons



7. Add the "Shell" modifier and a multi-sub-object material. Use a normal map for extra realism.

Making a single "T" shaped pipe unit allows to construct a complex sewer system. Just export one and duplicate it in UDK.