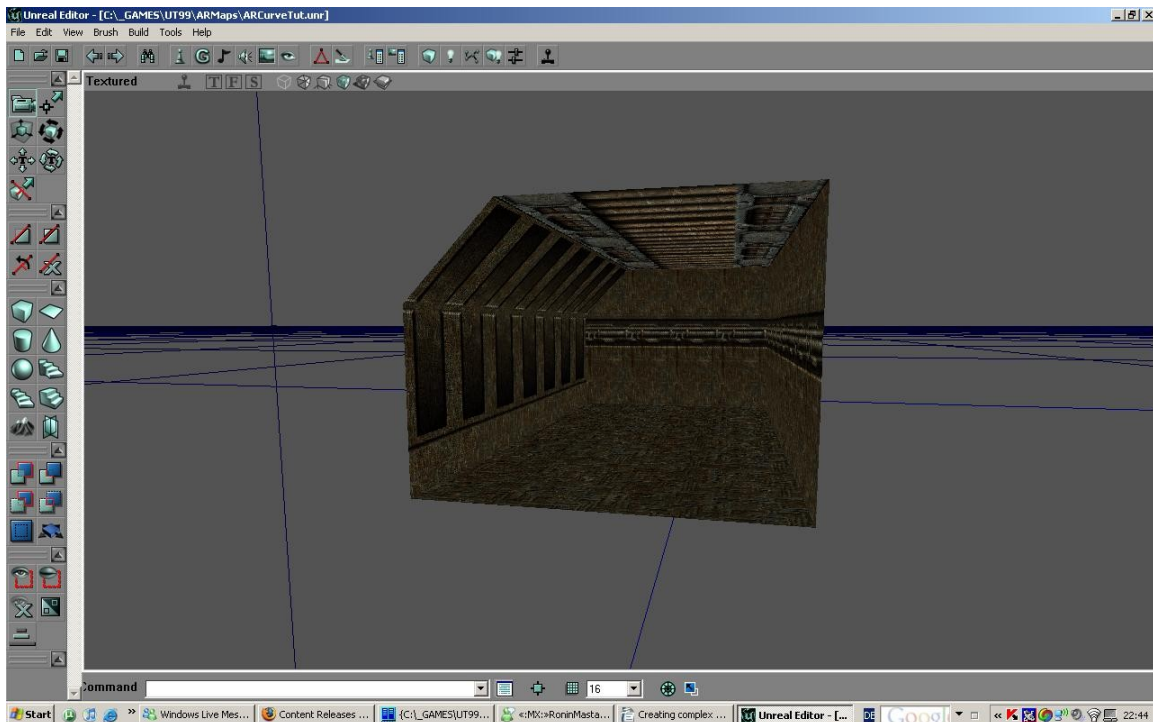


Creating complex shaped brushes by Aalexanderrr

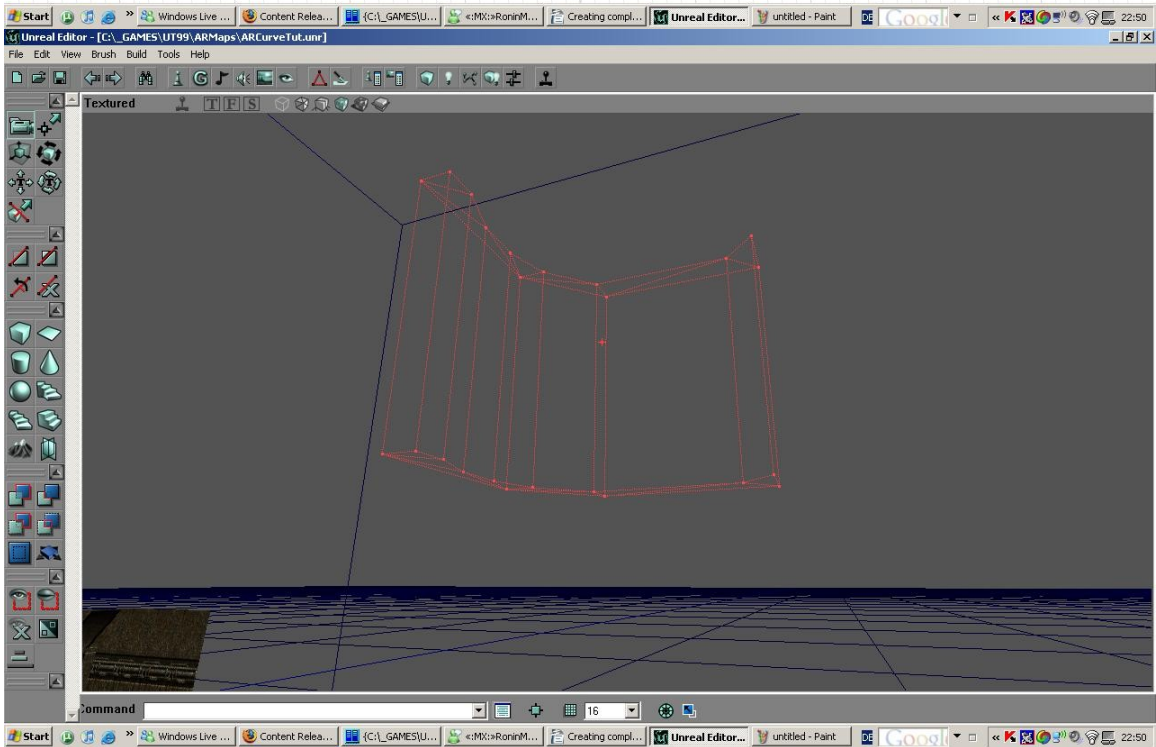
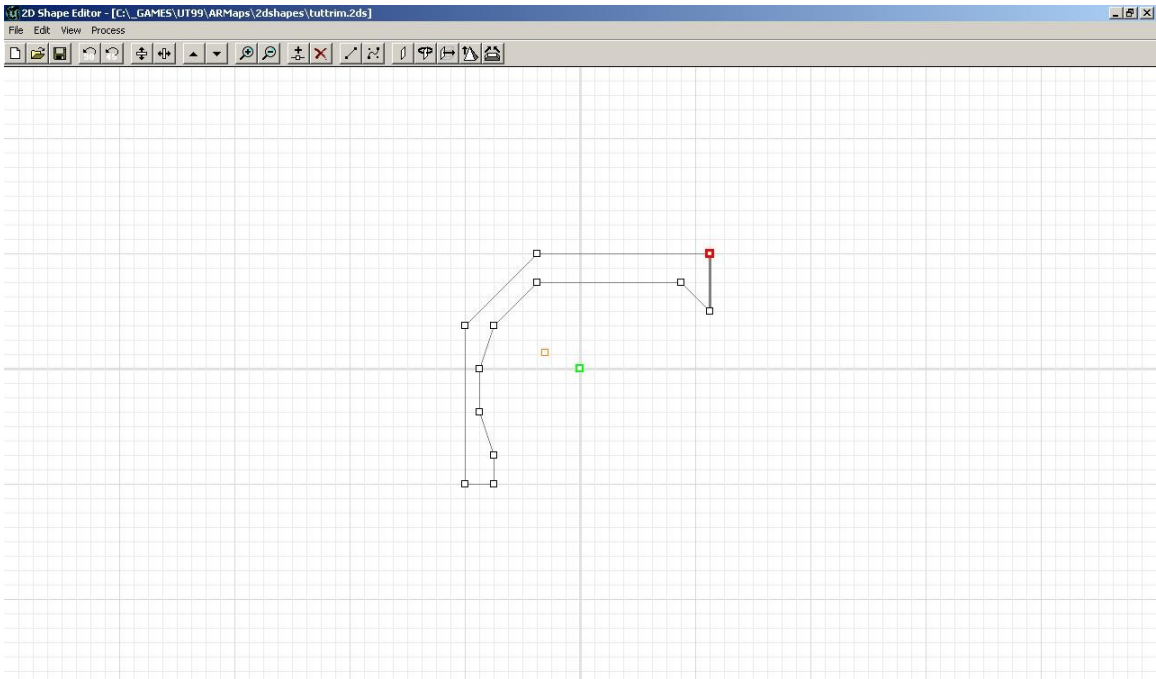
This simple tutorial will cover the making of complex shaped brushes, as shown in a following picture:

Note – I will use rusty skaarj.utx textures as I'm way too lazy to dig up something better at the moment. ☺

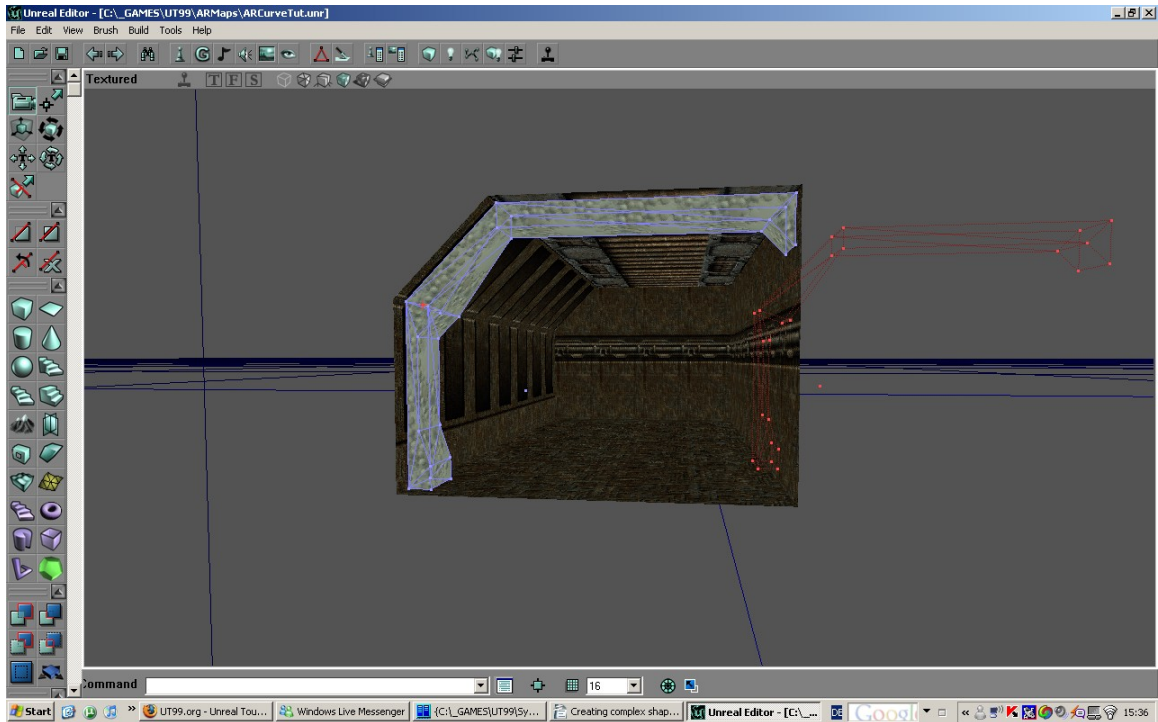


Ok , as you can see, I'm going to start with such small and ... ugly hallway^^ When I'm making such complex curvy brush, I keep several steps in mind, this makes my life easier at this point.

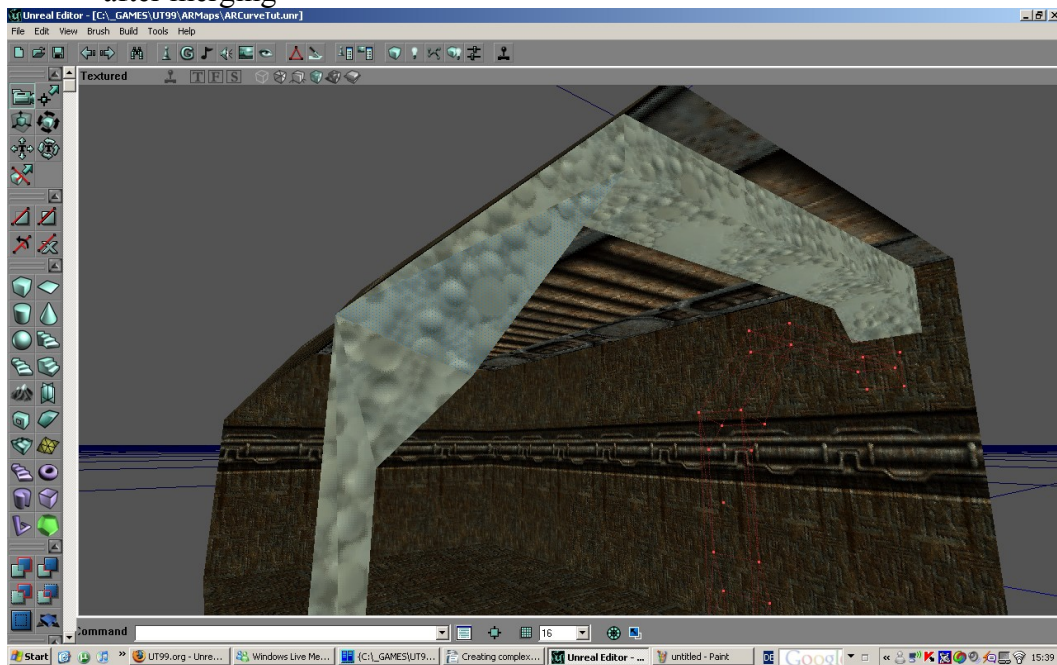
1. Firstly, launch up your 2dShapeEd and make really nice curved shape. Note that you have to build it keeping a side projection in mind, so, in other words, this is how your brush will look like from side view. As soon as you are done with the shape, extrude it, and eventually you will end up with red builder brush having the same shape.

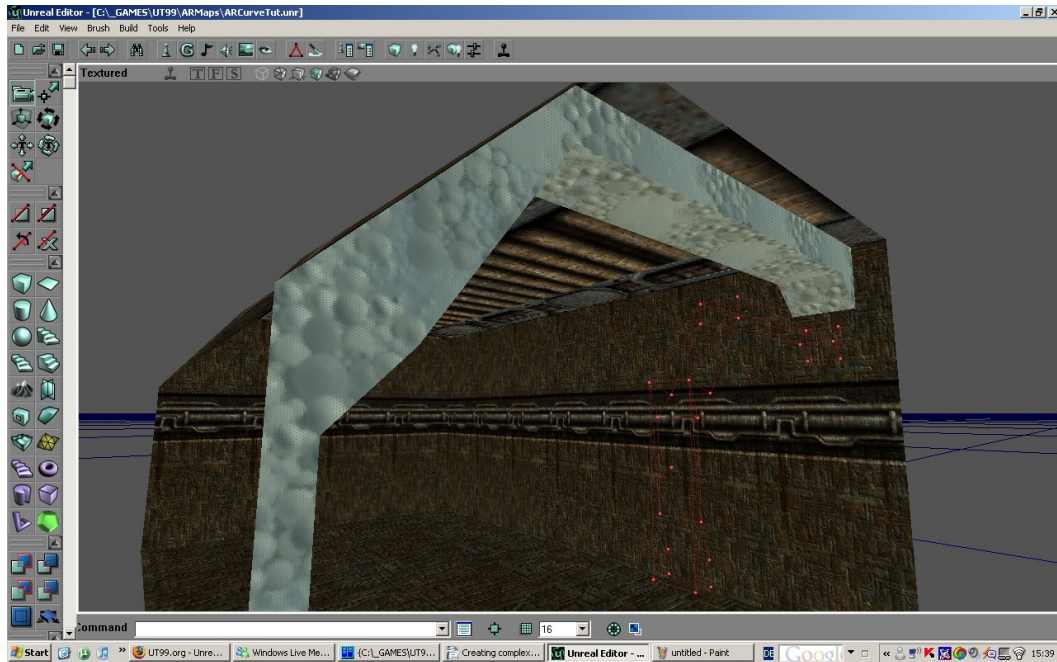


2. Then, you have to rotate your builder brush and make sure that it is perfectly aligned to the grid. Also, you should vertex edit it a bit if it doesn't fit into the room very well. You also could resize your brush as well, especially if you want your curve to look like mine. 😊



3. Next step is merging surfaces. If you haven't noticed that yet, sides of this brush contain pretty big amount of surfaces and that's undesirable. To do this, select all surfaces of this brush and align them to the wall in Surface Properties window. Then, select your brush, right click on it and find Polygon>>>Merge. Give editor a second to do it and then rebuild geometry in order to complete merging process. Following pics illustrates brush before and after merging^^





4. Convert newly created brush to semisolid by right clicking on a brush and selecting Solidity>>>Semisolid and rebuild geometry. This handy function will buy you some time later on , once I've seen the map which actually had big BSP errors because of Solid curves.

Congrats^^ You've basically finished your curved complex brush, at this point the one thing left it is to texture it and copy /paste around. ☺

