
Subject: New Map !

Posted by [Anonymous](#) on Wed, 01 May 2002 00:08:00 GMT

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quote:Originally posted by Hjelstrom:ReRam, good job! You can use a lot more polys than that though. Here's an idea for you to experiment with:Try selecting all of your mountains and applying the "MeshSmooth" modifier on them, then apply a noise modifier to make them look more realistic.gregim gonna make a note of that.Mmmm_cheese have been flameing allmost ewrybody in the mod forum.about using mesh smoth etc..im gonna use this as reference to him.
