Subject: Terrain Posted by phlakaton on Mon, 16 Aug 2004 20:55:19 GMT View Forum Message <> Reply to Message

perhaps using a displacement map will get you what you need. make a grey-scale targa in photoshop with white being high points and black being the lowest... load it into max thru the displacement modifier and try it out. then you can clean up and reduce the mess it makes afterward.

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