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Subject: Making a Tree?

Posted by [icedog90](#) on Wed, 24 Nov 2004 22:24:45 GMT

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oblivion165ok start with a cylinder. bend it around and make it pointed at the top.

Make a texture with branches and leaves, and where you want to be transparent, make it alpha. then save the tga as 32 bit.

in RenX make a plane, apply that texture, then apply Alpha Blend.

I'd rather actually model the branches.

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