Subject: New map idea
Posted by Sir Phoenixx on Wed, 20 Aug 2003 01:41:12 GMT
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The grass thing...

Model the grass. Just put in a bunch of simple two side planes for "groups" of grass (around 4-10 polygons each) with grass skins, give these no physical/bullet collision. (I'm not talking about modeling each individual blade of grass, but more like a group of blades of grass).

This would only make you less visible if you could go prone.