Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 10:19:00 GMT
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quote:Originally posted by Cpo64:Thanks,I am not quite done with the cliffs around the sides; I

that makes it a lot easer. My first few practice maps I tried to make them super complex and got nowhere.Next map I will get more complex and make it on a larger scale.Kid{!} I will leave that one for now. Thank you all for your positive feedback. As for mesh smooth, how does it work? When I use it does not always make much of a difference, sometimes it does. Please explain what it does, it would be very helpful.Do good work, get positive feedback... From me, anyways. Don't know about anyone else... People seem to glorify **** on a stick if it's in this forum. Basically, take your mountain mesh (Or meshes if they're not just one large piece) and go to Modifiers > Subdivision Surfaces > MeshsmoothOnce you do that, click on the iteration spinner and change it to one. Your mountains should become more rounded... That gives it about 2x the polygons and makes it look much better. Click on the vertex icon and select individual vertexes and move them around to sculpt the mountains into a more realistic shape.