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Subject: Feedback Please

Posted by [Anonymous](#) on Thu, 09 Jan 2003 09:42:00 GMT

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That's actually not bad! I see some great potential in you, kid... Keep it up!My suggestions:Take the walls and use a Meshsmooth on it, give it one iteration... Use the vertice control points and mold the walls into mountains... Then alpha blend some grassy-moss type of surface on the mountain at irregular places.Try giving the bases a different layout... Or give the middle some more interesting things to play with.Definitely shorten the tunnels, or just discard them... They aren't totally needed.

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