

---

Subject: New Map !

Posted by [Anonymous](#) on Wed, 01 May 2002 00:03:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ReRam, good job! You can use a lot more polys than that though. Here's an idea for you to experiment with: Try selecting all of your mountains and applying the "MeshSmooth" modifier on them, then apply a noise modifier to make them look more realistic.greg

---