Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 14:49:00 GMT
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ugh.... to make parts of a plane higher while rest are low, do this:1. Right click on the plane. go convert to -> and select convert to editable mesh.2. on the right hand side click on the red square3. now select the move tool4. on the z axis move it up/down.moving it down u can get a trench, moving it up u get a hill.look at eqvalisers tutorial, you obviously havent read it.ps. if you want random hills/trenches use the noise function (search back like 4-10 pages on the forum for my topic on how to use it.ps2. you can also make a trench, with extrude, also search the forum for my post on how to extrude.hope this helps you