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Subject: Re: Another WIP Map

Posted by [JeepRubi](#) on Mon, 16 Jan 2006 22:10:11 GMT

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Couple things, im not going to smooth the terrain until im done. The reason it is not smoothed already is that the way i model is holding shift to create a poly then creat the face in between. I find this takes longer but you can get EXactly the thing you want.

And i am basing the nod base layout on C&C Land but on more of a hill. The texture set will be nearly the same.

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