
Subject: Create Heightfield Type Maps In RenX
Posted by [CNCWarpath](#) on Wed, 04 Jun 2003 02:21:00 GMT
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Ive created this tutorial for the people that dont know that the meshsmooth modifier can do alot more than smooth things, the link is below for the download, any tutorial sites are welcomed to upload the zip.

If you wish to edit the polys just right click the part and goto Convert To > Editable mesh and then you will be able to do so.

Un nessasary feedback is not accepted but, if you have something good to say, go ahead.

<http://cnc.icestone.ttnetwk.com/Meshsmooth%20Tut.zip>

Enjoy Mapping Work.

Genocide
