Subject: Re: Need help with a map
Posted by GEORGE ZIMMER on Tue, 29 Dec 2009 18:06:48 GMT
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I'm still working on my tutorial (which will be rather large), but try extruding (shift+click) off of an edge of a plane. That'll basically allow you to make more planes off of a plane.

Also, you can't put two textures on one plane... rather, not on just one polygon (which is probably what you mean). In order to blend an object, it has to be several polygons. Use semi-wireframe mode (Hit F3), it'll let you see edges and such while still seeing the model itself... well, it does in RenX anyways.

and anyways, how could you not notice it looks pretty shitty...? Again, look at maps that look awesome- I guarantee they were made very differently.