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Subject: Re: RA\_Fjord

Posted by [HaTe](#) on Sat, 16 Jul 2011 14:52:23 GMT

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Aircraftkiller wrote on Sat, 16 July 2011 03:19 Thanks for the comments and suggestion. I'm aware that the texture was stretching in that position. I hadn't, at that point, applied any UV modifiers to that terrain since it's part of the cliffs that I hadn't worked on yet. It is fixed now, as part of the process of making sure the entire level is UVed correctly.

I'm instancing more trees into the level and will put up more screenshots as I start importing the other pieces of the map, such as the power lines, civilian buildings, Ore Refinery, etc. The underground area also needs to be painted, but I'm thinking that it's going to get extended to reach both bases.

Good work man

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