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Subject: Re: My Map

Posted by [Generalcamo](#) on Sun, 29 Jul 2012 22:18:01 GMT

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Coincidence: I was working on something like this back in 2010, when I was twelve. Lots of things changed since then...

Anyway, The tops of the mountains must be smoothed out. Add more polies to the tops. Don't go crazy on them, just enough to make it a little rounder.

Building on what Aircraft Killer has said, it might be a good idea to have a natural boundary. Add thick trees, or a big river. If you want, you can have a path leading off the map. Just make sure you add some invisible instakill mines. If you need help setting those up, then you can contact me.

Also, what program are you using? If it is 3ds max, I recommend using Aircraft Killer's Setup, as those are more optimized then the original renegade buildings.

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