
Subject: Re: Mudbox terrain sculpting
Posted by [Reaver11](#) on Sun, 24 Mar 2013 10:52:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Toggle Spoiler

A simple fast mountain road 1300 polygons

What about texturing with it? Or would that mess up renegade's terrain setting?

I'm wondering do you use subdivision levels on the terrain or is it best to stay away from it since it would create way to many polygons for Renegade?
