
Subject: Re: Mudbox terrain sculpting
Posted by [Ani](#) on Mon, 25 Mar 2013 05:46:07 GMT
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zunnie wrote on Sun, 24 March 2013 02:52 That looks like shit lol.

Nothing for nothing but have you seen your own [recent] maps?

If you added actual buildings and my gosh - trees; to this 30 minute sculpture ACK made, the map would probably end up being quite simple and good.
