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Subject: Re: Fog Error?

Posted by [Jerad2142](#) on Fri, 14 Feb 2014 18:42:53 GMT

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Mauler wrote on Tue, 11 February 2014 15:20 Yeah it most likely the way the polys where extended that made the fog react that way

Yep that'd be it, needs more polys on that final chuck (if you want to do it the lazy way use the mesh select modifier, and apply tessellation to that big block with a 0.0 tension, will waste more polys than doing it by hand however).

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