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Subject: My attempt at a map...

Posted by [IRON FART](#) on Wed, 26 Nov 2003 19:40:26 GMT

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Ya get some smoothing in there, and add more to it (the whole terrain is 96 polygons!!). It looks VERY small!

And also add some vertex paint to that the water-sand area isn't a crisp line, and so there is some variation in the hills/sand.

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