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Subject: Creating Walls on maps

Posted by [Aircraftkiller](#) on Wed, 12 Mar 2003 22:49:35 GMT

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A more advanced method I use is mesh-smoothing and polygonal deformation by vertex realignment and displacement.

That's how most of my maps are made, and I usually make the base terrain in about five minutes because of how easy it is for me (After working with the same technique so long) to do it.

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