
Subject: New map! please someone tell me what you think of it
Posted by [Dante](#) on Sun, 01 Feb 2004 09:44:24 GMT

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instead of having two distinct meshes (one for grass, one for mountains) do a bit more mixing of them, take all those rocks etc... and alpha blend attach them into the flat grass terrain mesh.

also, it seems that the mountains hit the grass too hard, drive to the hills, and look how the mountains meet the grass, its more of a mending, rather then rock-grass meeting.

i see this map as a dark/foggy/rainy map, good so far, just don't get lazy.
