
Subject: *COOL* New Terrain Tutorial

Posted by [Aircraftkiller](#) on Sun, 16 Mar 2003 19:18:27 GMT

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Okay, whatever... I don't need to grow up, so get that out of your minds.

You're telling them to do the opposite of what they should be doing, learning Max and how to create proper terrain if they want to do maps. You can't make terrain for Renegade by using displacement maps without heavy overhauling to the original design. That's hardly a tutorial for a beginner.

The least you could do is teach them how to manipulate polygons and vertexes before telling them to do stuff that you barely know how to work with.
