
Subject: C&C Commando Updates Notice
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 21:50:35 GMT
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Really? The only time I've used mesh displacement is to create Mars, using actual Mars topography, and Ridge War. It's not a simple process either you fucking retard.

The rest of them are done using mesh smoothing on an initial starting geometric point to which the entire level is fleshed out over the course of 12 hours.
