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Subject: Map Problem

Posted by [Anonymous](#) on Sun, 05 Jan 2003 15:24:00 GMT

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I have a river bank, and when i use the smooth modifeir, theese big ledges hang off the side, making it quite ugly. Any ideas on how to fix them or make it look better??? (Check out these pics)<http://www.geocities.com/maytridy/OWW.html?1041809032781>

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Subject: Map Problem

Posted by [Anonymous](#) on Sun, 05 Jan 2003 15:51:00 GMT

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How in gods name do you get the phase effect for your web page. I've just started using HTML.

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Subject: Map Problem

Posted by [Anonymous](#) on Sun, 05 Jan 2003 15:58:00 GMT

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I use Yahoo Geacities Pagebuilder and you can add all sorts of transitions. (its free)

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Subject: Map Problem

Posted by [Anonymous](#) on Sun, 05 Jan 2003 16:35:00 GMT

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Dont worry about those edges, make the object into editable mesh, move the verticies around so you dont have a sharp corner, and use a little texture blending to make a little beachlike area. your fine.

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Subject: Map Problem

Posted by [Anonymous](#) on Sun, 05 Jan 2003 17:28:00 GMT

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Weld the vertices together, then run the smoothing. Smoothing isn't necessary for beaches, however.

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Subject: Map Problem

Posted by [Anonymous](#) on Mon, 06 Jan 2003 17:50:00 GMT

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how do I weld?

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