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Subject: is there a way to copy shapes and change the texture?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 00:05:00 GMT

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I'm trying to make a waterfall roll down a hill. In the past i've been making planes and changing the vertex to match the hill but this is really inaccurate and i was wondering if there is any way of copying the polygons that the waterfall will flow down and then change the texture to water. Anybody know how to do this?

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