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Subject: What is the best way to fix this?

Posted by [Anonymous](#) on Sun, 12 Jan 2003 18:43:00 GMT

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Mountains, hills easy as pie. make a plane. make it 25 or 50 length and width segments (increases vertices) now add editable mesh modifier, now click on the subtree of EMM, click the Vertex. now click vertices and raise the Z axis up some. use the CNTL to add Vertices to the highlight ones and ALT to subtract them while clicking.now put this nice new mountain in the middle.texture it, dont forget the W3D tools collision settings.

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