

---

Subject: Maps

Posted by [Anonymous](#) on Wed, 25 Dec 2002 13:16:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Depending on the area you're attempting to do it on, I'd recommend using the MeshSmooth modifier with an iteration of 1. For ground, however, no. For mountains you've already messed with, that's the best way to do it. You can turn a 200 polygon mountain ridge into a 500 polygon one with 3x the detail and little poly-cost.

---