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Subject: Texture blendings with terrain.

Posted by [Anonymous](#) on Tue, 26 Nov 2002 23:05:00 GMT

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I was just wondering, there's something done in all the SP missions that include C&C structures that i've not seen anybody recreate in their custom maps. This effect seems to make it look better and adds a sense of class to any map it's seen in. I'm talking about the texture blending between the grass terrain underneath the building and the base layer of the building itself. [See Screenshot]. Why has nobody included this VERY needed effect into any maps? Is there a good reason? If not, i really suggest everyone adding this into their future map designs.Thanks.

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