
Subject: ARGGGG Tunnels take forever to make LOL
Posted by [Anonymous](#) on Sat, 02 Nov 2002 11:35:00 GMT
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play around with this:once you have your network of tunnels welded and everything looks sweet; add a noise modifier to them and toy around with it. then goto the modifier list, select MeshSmooth; Iterations 1. Now it really looks good but the polycount may be high so OPTIMIZE.thats how i did my mountain tunnels and they came out good.
