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Subject: Simple VIS tutorial for the curious

Posted by [Anonymous](#) on Wed, 25 Sep 2002 01:10:00 GMT

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Yeah, I made a big 400x500 plane and added all my buildings for both teams on that and the rest of the map. One big mesh. Thanks. Still want to know how you create these special VIS points in GMAX? In case I ever need to fix the "backface Leak Rejected" or whatever. also Ingrownlip, I will be using your tutorial alot in the next week or so to learn how to do the tiberium fields like you and make terrain.

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