BlazerStoneRookBTW - the terrain you see in the video and pictures was made with a custom displacement map i made in PS7 and used the displace modifier in RenX...

This sounds interesting...going to elaborate further on that in the future?

Erm - well --- a while ago i was working with using Dante's displacement maps using the commando mode height field - but you know all the problems with the terrain making of that program.

so - in RenX - (3ds) - i looked up the displace modifier function - and made some nice looking terrain.

I brought it up here - because i saw someone posting about this method a few weeks ago - and people shot it down because they consider it crap.... and with my new policy of not getting into flame-wars (we are here to mod after all) - i didn't say anything...

you just need to make a better displacement map (with various shades of gray) to make it look more natural - black starts at 0 (bottom) and white is the maximum (you usually never use pure white - as this causes spikes)

there are drawbacks - to get a lot of detail - you need alot of polys. On the "gaming" impaired systems - that would cause some problems.

however - the method is pretty clear - just make your plane 100 by 100 with 100 segments (ie) - then add the displacement modifier - add your bmp of the area (i use ps7 to generate the map) - and then make the height displacement size to the maximum height you want it to go.... (i use 60 -- about the same height on City Flying).... you can play around with the other settings to make it different.. (noise - etc...)

(btw - this method is similar to the gmax tutorial method of adding a noise modifier)

the better the map(bmp) - the better the terrain...

to help - i made a gray scale for height - so i just use the eyedropper to select the height color i want....

granted - this method is a bit time consuming - but for a more organic looking map - it's the only way.... IMHO....
but - everyone is entitled to their opinion - no matter how wrong it may be...

btw - ps7 - photoshop seven...