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Subject: Mutant Factory

Posted by [General Havoc](#) on Mon, 31 Mar 2003 21:16:11 GMT

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Yup, the tutorial is here <http://www.nodnl.net/terrain/terrain/index.html> . I also used dante's heightfield packs in the heightfield editor, they produced some quite good effects but the heightfield as you said was limited. I think it can be a good way to do some terrain. I know someone (you know who) said it was a crap method and put the tutorial down. Using photoshop to make a greyscale image then using 3DS or Gmax to import it and make a heightfield from it may be of use.

\_General Havoc

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