Subject: VertexPaint - Different Brush Sizes.. Posted by Burn on Tue, 15 Feb 2005 21:35:52 GMT View Forum Message <> Reply to Message

I don't mind texturizing in Gmax too much, it's just that it's so time consuming. Heightfield texturizing is so simple, and you can actually get a preview of how it will look while you're texturizing.

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