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Subject: Re: My new project

Posted by [Blazea58](#) on Wed, 03 Jan 2007 10:06:30 GMT

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Well i personally take a 1x1 seg and kinda extrude at random pretty much, and try to extrude one side and rotate as i go until i reach other and weld, then ill take those edges and extrude up and make mountains, etc. It is alot harder to explain but if you look at westwood maps you get a clear idea of how they are not done just with mesh smoothing, but rather drawing it in as you go. Maybe you can pm me for further details.

Yea filter forge was a free thing for photoshop, useful for anyone that needs textures in a game, because some are far to advanced to create by hand especially being seamless.

<http://www.filterforge.com/> It is also very easy to use, just hit filters then you will see it in photoshop after you download it.

And as for the tiberium crystals , as seen in most the cnc 3 pics its just boxes with taper on the top, and mostly just clones of them with different sizes and shapes, then probably atleast 10 variations total.

Quick one

As for the picture you posted , that type of crystal would be make the polygons a tad to high with your gardens of them, pic above is 336, but if you did it like the reference it would be alot higher trying to create the roundness and edges it has all over it.

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