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Subject: Random Generation

Posted by [General Havoc](#) on Wed, 09 Jul 2003 17:45:27 GMT

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Use one of those nois modifiers to make the terrain slightly bumpy so it doesn't look so uniform. Also you can select different pieces of grass and scale them up or down a bit same with the rotate tool. Also you could offset them from the x and y location so they're not in line.

\_General Havoc

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