

---

Subject: Texturing Cliffs

Posted by [General Havoc](#) on Fri, 15 Aug 2003 20:19:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think it looks okay. With a bit of alphablending it will hide the repetitive tiling a little and it should look half decent. Here are some screenshots of how it looks with the cylindrical map:

---