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Subject: Re: Blending 3 textures

Posted by [c0vert7](#) on Fri, 18 Jan 2013 12:41:13 GMT

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Well honestly its not my first map . I just never have released one before, but ya I made a plane and just extruded the edges around until I had a natural looking shape for my tiberium field and booleaned it, it came out pretty good on a trial run, im going to do a real set later on. Still alot more work to do on the map but its getting there.

And zunnie this is just my test setup in LE, I will recreate a new pack when I am ready to move the map into LE for good. But thanks.

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