

---

Subject: Re: Mudbox terrain sculpting  
Posted by [Jerad2142](#) on Sat, 20 Apr 2013 21:27:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I was thinking it looked like hightfield, but on closer inspection it is clearly far more advanced (it allows for overhangs on the cliffs and stuff). Does this handle lightmaps well or does it take a fair amount of work to do it?

---