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Subject: Collaboration Request

Posted by [bigwig992](#) on Mon, 27 Oct 2003 03:53:43 GMT

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The mountains look like you kinda just took a spline, extruded up, and scaled it down coming in (like most people do). Give them shape. Make the bottom half extend out more, make the top go in more, make the middle buldge out. Make them look random and natural. ACK is right, they do look unrealistic, just shape em up a bit. And calm down.

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