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Subject: Terrain

Posted by [Major Mike](#) on Mon, 16 Aug 2004 15:53:13 GMT

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I have my ground ready but i don't know how to make decent looking cliffs. Can anyone give me a tip?

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Subject: Terrain

Posted by [WNxCABAL](#) on Mon, 16 Aug 2004 18:00:34 GMT

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<http://renhelp.co.uk/?tut=8>

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Subject: Terrain

Posted by [Major Mike](#) on Mon, 16 Aug 2004 18:48:50 GMT

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Thanks but i have tried that before but one side of the cliff gets stretched to far and the other side dosen't stretch.

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Subject: Terrain

Posted by [phlakaton](#) on Mon, 16 Aug 2004 20:55:19 GMT

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perhaps using a displacement map will get you what you need. make a grey-scale targa in photoshop with white being high points and black being the lowest... load it into max thru the displacement modifier and try it out. then you can clean up and reduce the mess it makes afterward.

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