Subject: Maps
Posted by Anonymous on Wed, 25 Dec 2002 13:04:00 GMT
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Its not that big of a deal...   it looks fine to me!

Subject: Maps
Posted by Anonymous on Wed, 25 Dec 2002 13:16:00 GMT
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Depending on the area you're attempting to do it on, I'd reccomend using the MeshSmooth modifier with an iteration of 1.For ground, however, no. For mountains you've already messed with, that's the best way to do it. You can turn a 200 polygon mountain ridge into a 500 polygon one with 3x the detail and little poly-cost.

Subject: Maps
Posted by Anonymous on Wed, 25 Dec 2002 13:18:00 GMT
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or that

Subject: Maps
Posted by Anonymous on Wed, 25 Dec 2002 16:01:00 GMT
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lol, thanks Ack.

Subject: Maps
Posted by Anonymous on Thu, 26 Dec 2002 00:09:00 GMT
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Whenever I make a plane, and turn it to an editable mesh, and stretch it, (To make mountains and stuff)It looks square, with flat faces. How do I make it smooth, with curved surfaces?? (Like in all of Ack's maps)   My Map Belowhttp://www.geocities.com/maytridy/WWSC.html?1040847013404

Subject: Maps
Posted by Anonymous on Thu, 26 Dec 2002 00:49:00 GMT
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You want to make 'em smoother? that would require more polygons. From that screenshot it doesen't look bad at all. Do not obsess about those little things. With Renegade, your going to have some blockiness, but thats ok, as long as it isn't too bad.If the rest of the map looks just as fine as the screenie you showed, just continue on. No prob.