
Subject: Adding more "morph points..."

Posted by [TheMouse](#) on Tue, 25 Nov 2003 03:49:54 GMT

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or whatever the're called...

How do you add more of those little blue dots that let you morph the terrain? I can't figure it out.

Subject: Adding more "morph points..."

Posted by [YSLMuffins](#) on Tue, 25 Nov 2003 07:19:40 GMT

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They're called vertices, and to add more you could just try making a mesh that has more faces from the beginning, as defined in the 'Create' Tab, or you could go to the modifiers menu and tessellate the mesh.

Subject: Adding more "morph points..."

Posted by [TheMouse](#) on Tue, 25 Nov 2003 19:00:58 GMT

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Thanks.

Subject: Adding more "morph points..."

Posted by [Jaspah](#) on Tue, 25 Nov 2003 20:08:24 GMT

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What about the "segments" thing? That works, too.

Subject: Adding more "morph points..."

Posted by [General Havoc](#) on Tue, 25 Nov 2003 21:16:28 GMT

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YSLMuffinshas more faces from the beginning

Thats what YSLMuffins was on about, the more segments you set , the more faces produced.

Subject: Adding more "morph points..."

Posted by [Cpo64](#) on Wed, 26 Nov 2003 21:16:37 GMT

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If you don't want to start over you could also use mesh smooth, tessellate, and to a lesser extent Chamfer.

Subject: Adding more "morph points..."
Posted by [IRON FART](#) on Thu, 27 Nov 2003 03:11:36 GMT
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Above post is right. You shoulda delt with it before you converted it to an editable mesh, but you can apply meshsmooth, and an iteration of 1 (that'll really add more vertices so be careful).

Subject: Adding more "morph points..."
Posted by [Jaspah](#) on Thu, 27 Nov 2003 14:44:45 GMT
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You could always to Mesh Displacement.

Subject: Adding more "morph points..."
Posted by [Cpo64](#) on Thu, 27 Nov 2003 19:05:34 GMT
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That won't increse the number of veticies tho :S

Subject: Adding more "morph points..."
Posted by [laeubi](#) on Thu, 27 Nov 2003 20:14:15 GMT
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Or jsut use the 'cut' funtion to dived faces.

Subject: Adding more "morph points..."
Posted by [Jaspah](#) on Thu, 27 Nov 2003 22:37:21 GMT
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Cpo64That won't increse the number of veticies tho :S

I've used it, it makes alot of vertexes.

Subject: Adding more "morph points..."

Posted by [Cpo64](#) on Fri, 28 Nov 2003 00:11:06 GMT

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hmm... maybe I am thinking of something different...
