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Subject: renx question

Posted by [Sir Phoenixx](#) on Wed, 05 Mar 2003 23:45:49 GMT

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Make a cylinder with a few segments, than move some of the verts around to deform it and whatever, add a branch half way up, and add a half of a sphere to the top, deform it, and add a leaves texture to it.

Or make a bare one with just the trunk and a bunch of branches sticking out...

Et Cetera...

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