

---

Subject: Backdrop

Posted by [Gen\\_Blacky](#) on Sun, 22 Mar 2009 00:39:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

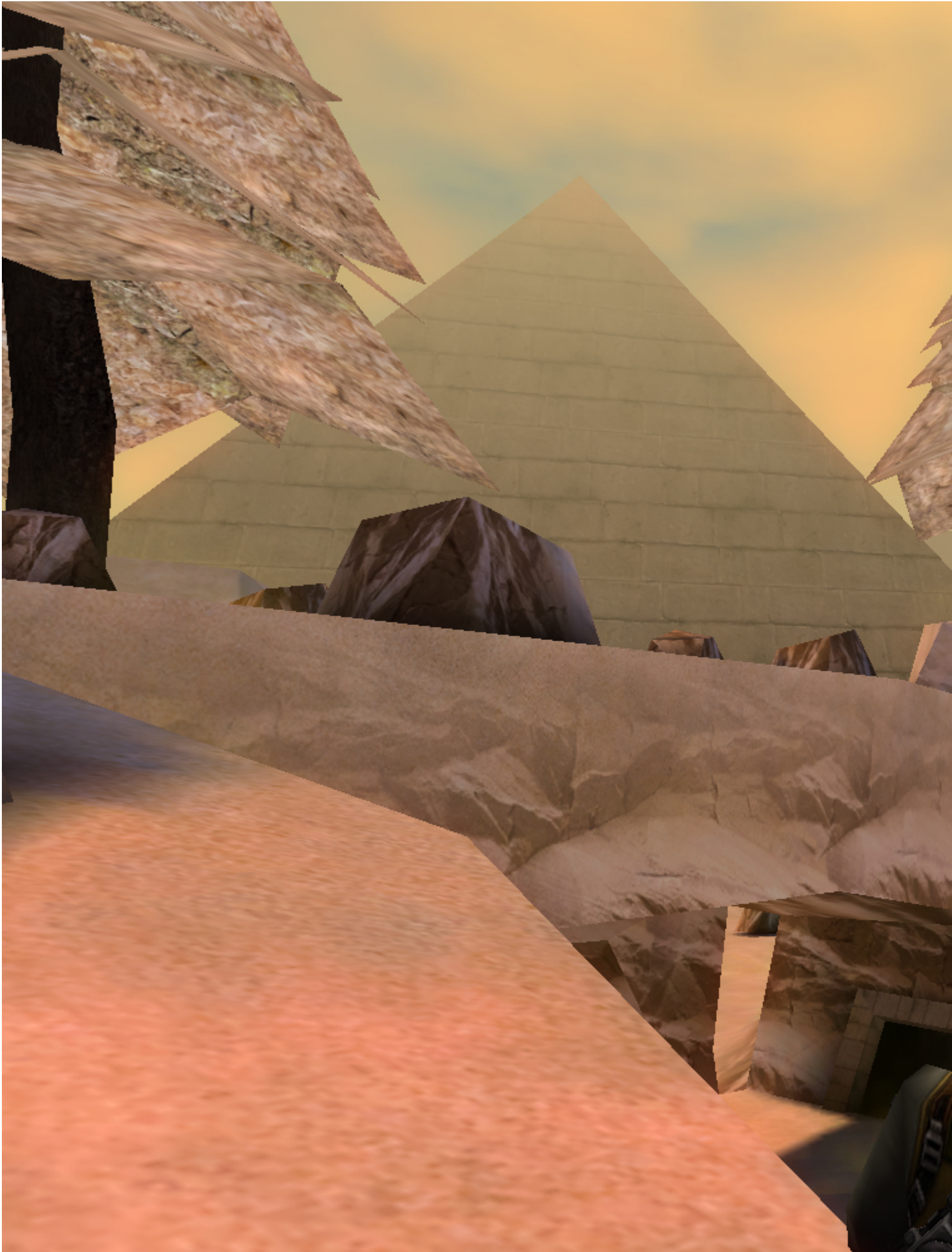
---

I don't like the backdrop that i currently have on Under. does anyone have a texture that would go good with my map I cant find any.

### File Attachments

---

1) [underv2.jpg](#), downloaded 607 times



Subject: Re: Backdrop  
Posted by [BlueThen](#) on Sun, 22 Mar 2009 00:53:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Wow. That looks pretty bad-ass. You going to release that when it's done?

---

Subject: Re: Backdrop  
Posted by [Brandon](#) on Sun, 22 Mar 2009 02:45:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The tress definitely do not fit the scene. Is it possible just to replace the model with palm trees to make it work? I've seen it done server-side on objects, it should work for tiles too, but I don't know for sure.

---

Subject: Re: Backdrop  
Posted by [Gen\\_Blacky](#) on Sun, 22 Mar 2009 03:45:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

New Trees Good Idea

#### File Attachments

---

1) [trees.JPG](#), downloaded 417 times



Subject: Re: Backdrop  
Posted by [Brandon](#) on Sun, 22 Mar 2009 03:47:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Glad to see that I could be of help. Now it doesn't look as weird - it looks rather awesome now.

---

Subject: Re: Backdrop  
Posted by [Genesis2001](#) on Sun, 22 Mar 2009 04:13:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Brandon wrote on Sat, 21 March 2009 19:45The tress definitely do not fit the scene. Is it possible just to replace the model with palm trees to make it work? I've seen it done server-side on objects, it should work for tiles too, but I don't know for sure.

!define thress ?

nice work blacky

---