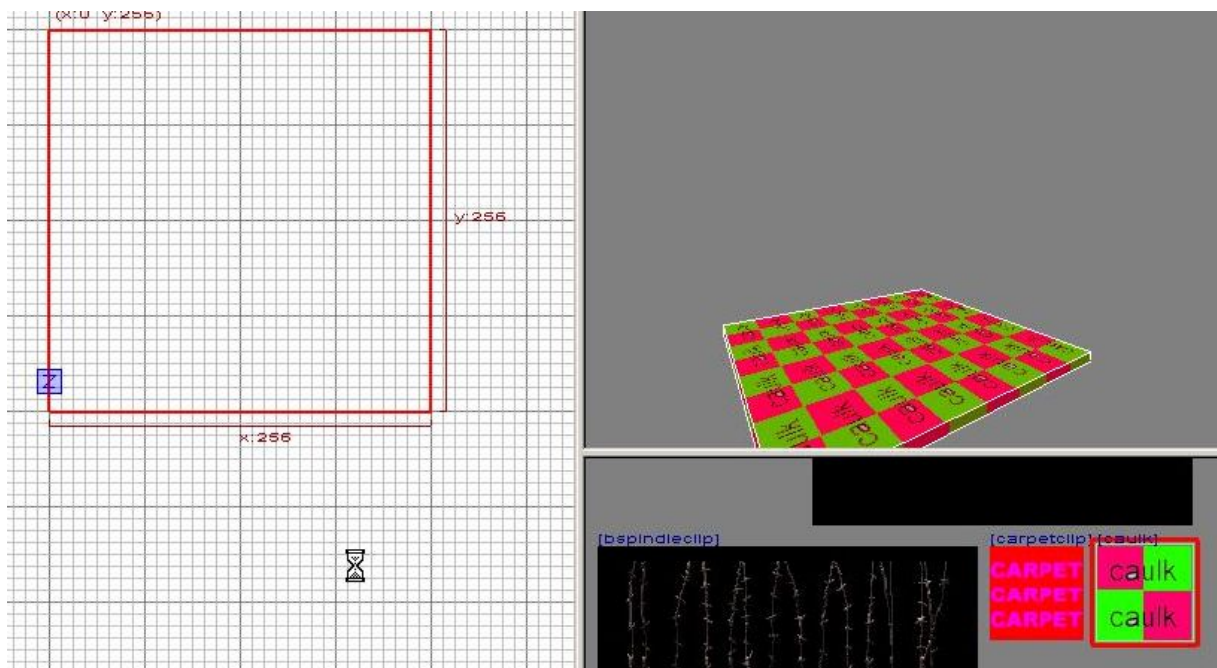
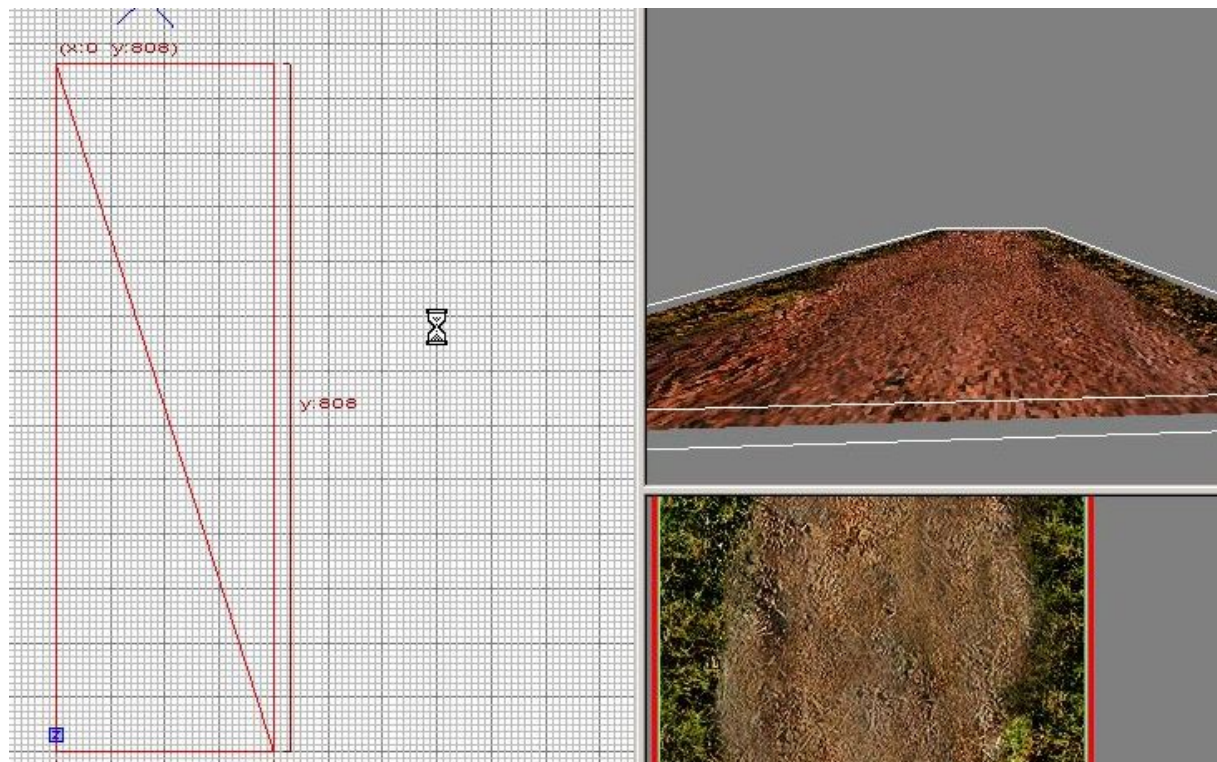
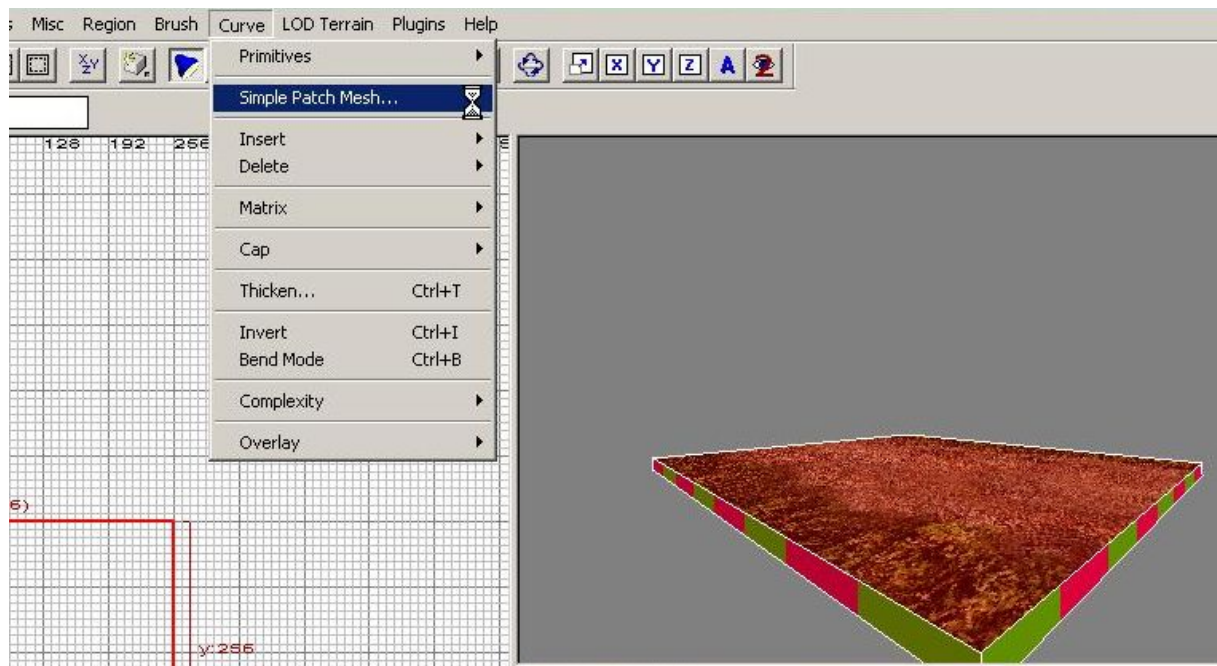


# Curved road using patch mesh

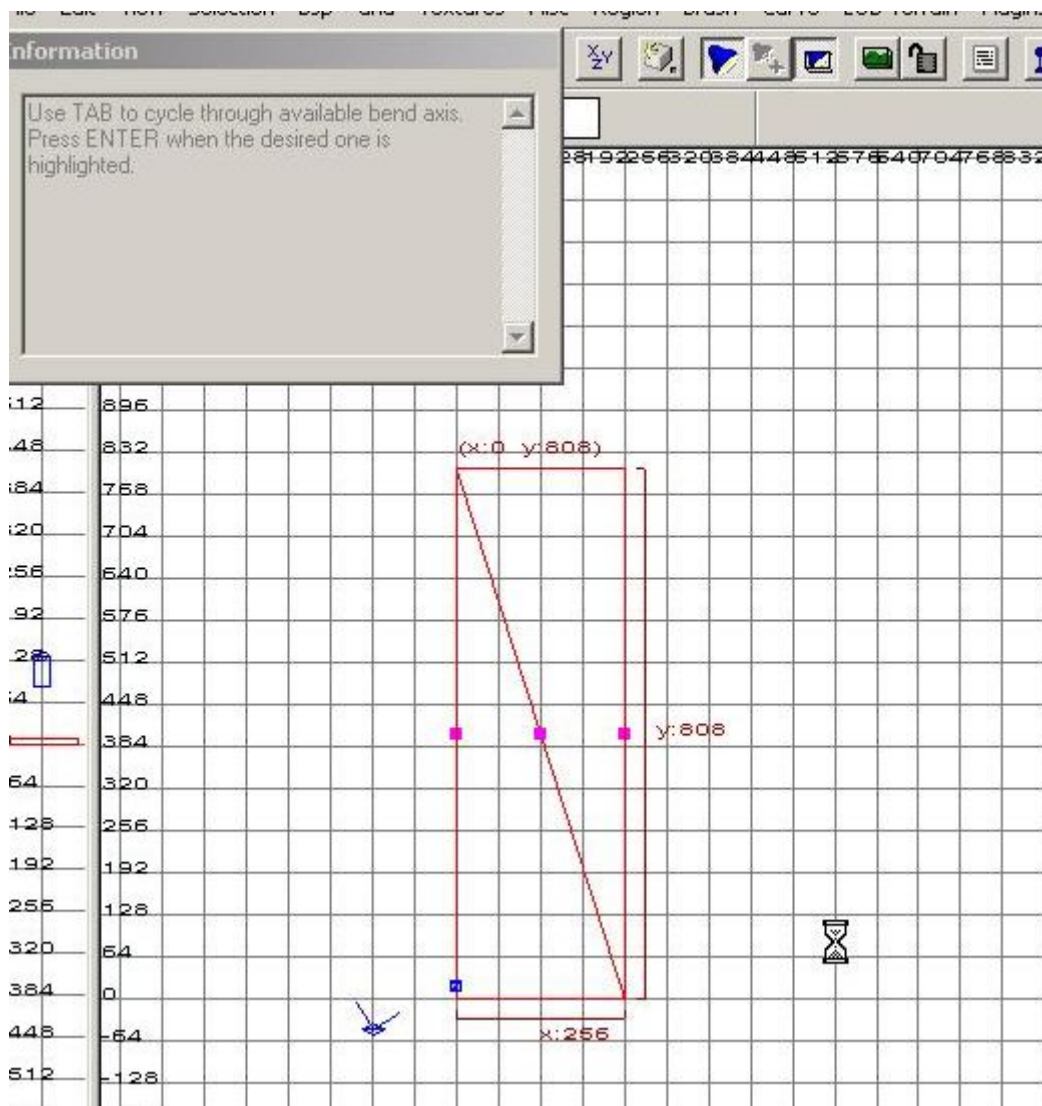
I am going to use patch mesh to make a curve in the road, Patch mesh is a very handy thing to play with, you can also use it to make rubble, rocks or any other irregular shaped surface, but for now lets make a curve.

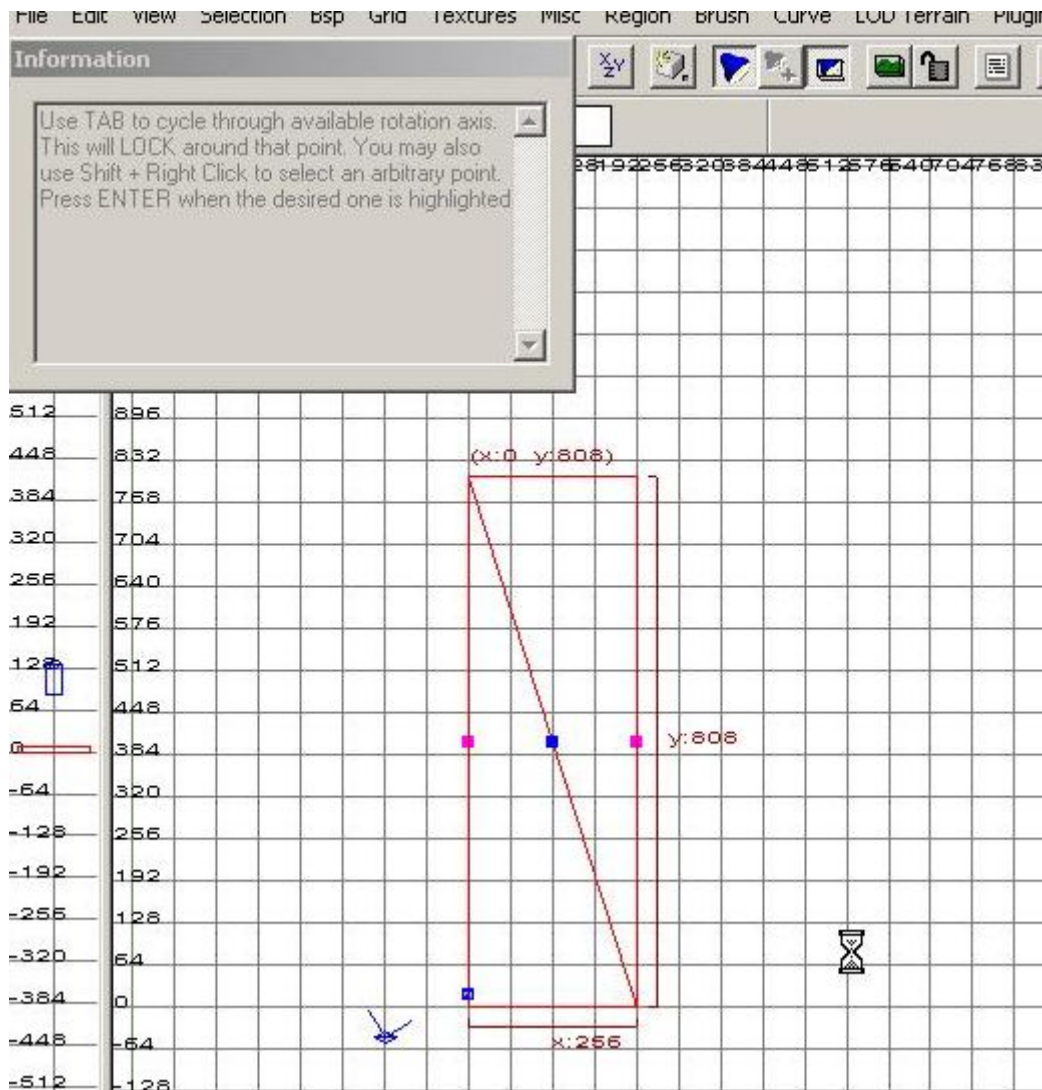
Draw a 256x256 using caulk and texture the top of it with something, I have used Bocage road set4, CTRL-F to fit it to the brush and now select the whole brush and find Curve-Simple patch mesh...





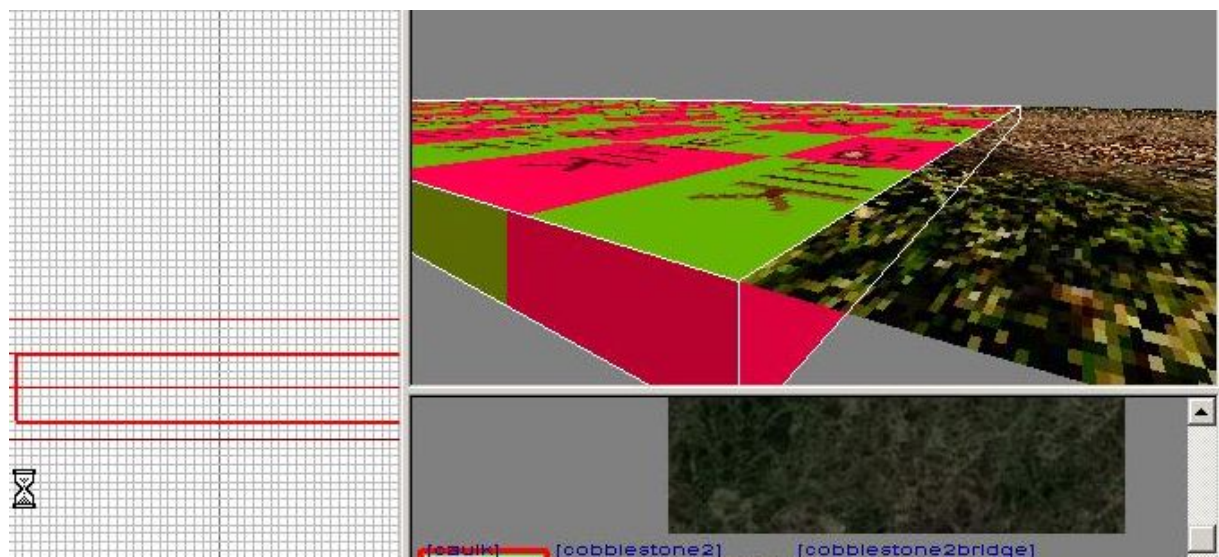
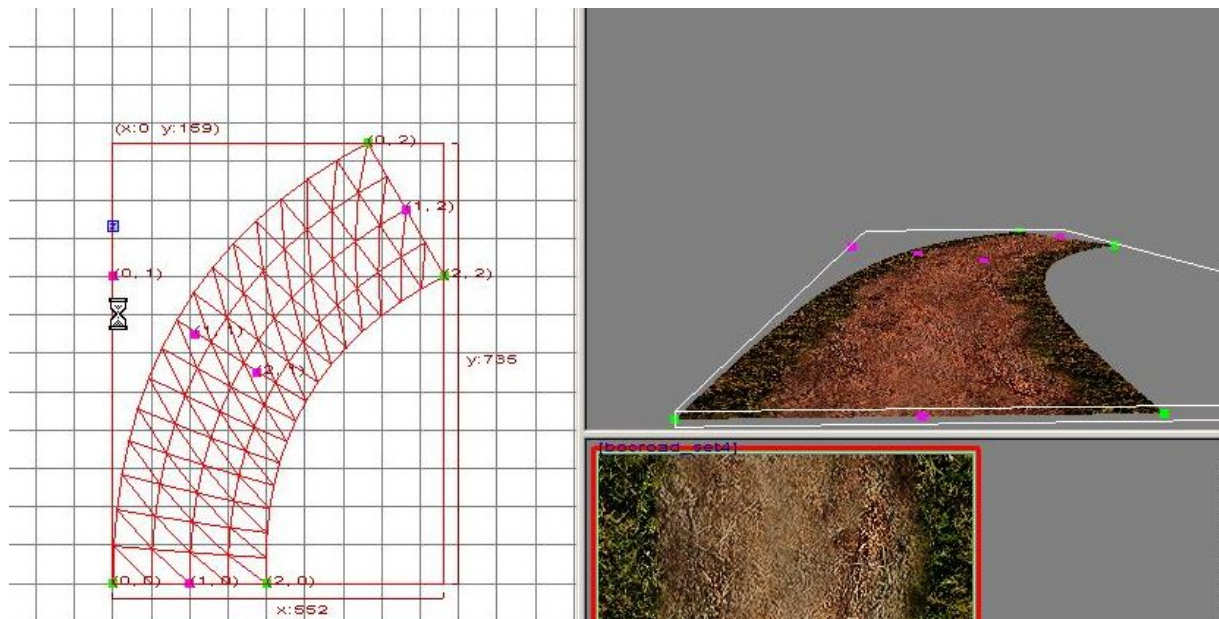
Accept the default Patch density values and the stretch the brush out to about 800, Now hit CTRL-B on your keyboard to bring up the bendy thing, read the instructions, it will ask you questions about how you want the bend to behave, which sides to bend etc.

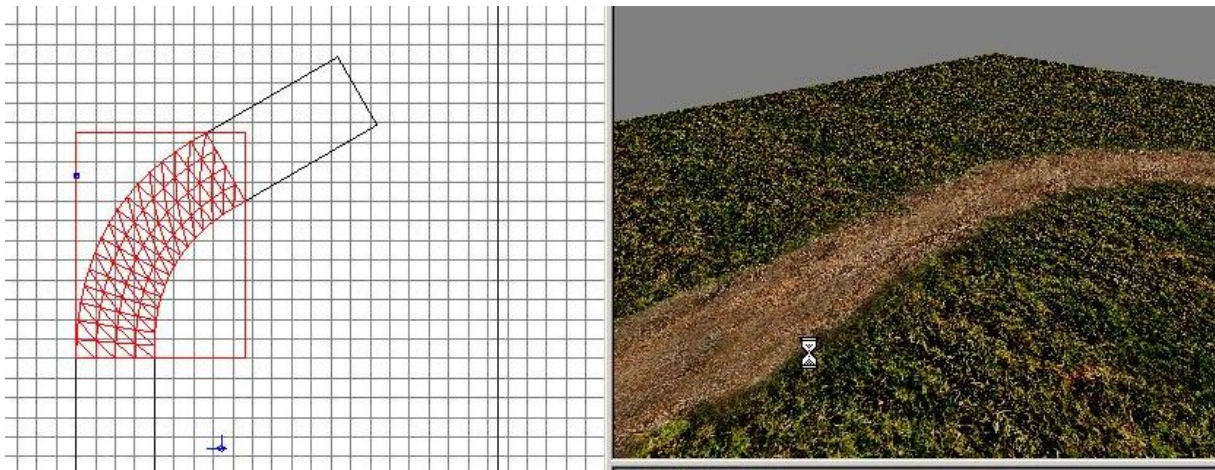
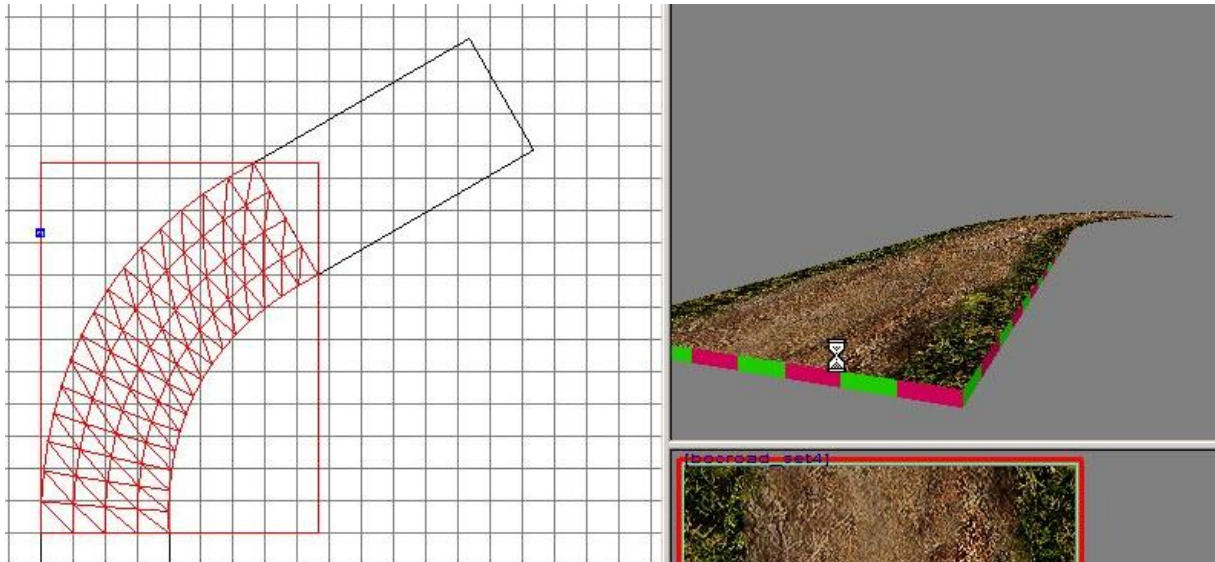




Now once you have chosen how your bend is going to behave you can put your mouse near the end you are going to bend and start to move it, Don't make it bend too much, a right angle will make the texture all scrunch up on the inside of the curve and it will look unnatural. you can also adjust the width etc by hitting the V key and adjusting the vertices. Ok now you can draw brushes at either end to join your road up, notice the new brushes are slightly higher than the Patch mesh? you will have to lower them about 4 units, Ok now texture the new brushes making sure you rotate the textures so the roads match up and you are just about done.







I have made another brush under the road and given it the Bocage grass texture to show you what it looks like