
Subject: SG: Terrain design for any good mappers.
Posted by [Anonymous](#) on Thu, 10 Oct 2002 22:24:00 GMT
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Firstly, take a look at this picture. It's my ideal map design so far. Similar in layout to C&C_Under except the bases are higher than the battlefield. The map would also be quite large, similar in size to C&C_City. Ideally, it would be situated around a beach head, in the glaring summer sun. If I could model in GMAX I would love to design this landscape myself, but unfortunately I'm totally clueless. I'm submitting this idea here so that somebody more capable than myself will be able to create it. Just imagine the map in game, I think it'll look great. Lemme know your opinions. [October 10, 2002, 22:40: Message edited by: npsmith82]
