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Subject: Mutant Factory

Posted by [Titan1x77](#) on Mon, 31 Mar 2003 21:24:41 GMT

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Deafwasp

It takes place right were renegade leaves off. When Nod lost in the end of the game they released a virus into the atmosphere that mutated all of the earths population into muntants and other tiberium lifeforms.

That sounds like a good storyline for the mod!!

Also maybe some of the good mappers in the community can make a map or 2 for this mod.

Ive recently started go to get alot deeper into Ren-X and im willing to help out if so(if my maps arent up to par it's no big deal).

The displace method is a good start and then you can always edit your mesh any way you choose afterwards...I dont see why anyone would oppose to this method.

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