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Subject: C&C Marsh Early Screenies

Posted by [Sanada78](#) on Fri, 10 Sep 2004 20:58:58 GMT

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Quote:Looks nice, how many polys is it so far?

It's around 33,000 polys. Maybe less, maybe more depending on what's exported.

Quote:Why is it called Marsh?

Because there is a marsh in it. I couldn't think of a better name to suit it.

Quote:That Nod Tiberium silo is looking good. Is that the standard one? It looks different.

I made that one from scratch copying the one I originally used that Westwood made. I was having problems with it so I just made this one.

Quote:Also , It seems your missing alot of textures.

They'll all be fixed when I release it, hence why I called the title "C&C Marsh Early Screenies".

Thanks for all the comments.

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