
Subject: help...

Posted by [Aronjames](#) on Mon, 28 Apr 2003 02:56:42 GMT

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well i might as well explain the map first

it is a C&R/DM map based in a prison complex with 2 blocks one at the top end of the map and another block at the bottom with an exercise yard in the middle of the courtyard
theres more but thats just a basic desc.

well i used simple boxes for walls and thats pretty much it. I made the entire map first then textured all the walls and ground that was to be concrete all in one big group using the same uvw map modifier
