

---

Subject: Re: Another WIP map.

Posted by [Blazea58](#) on Wed, 11 Jan 2006 14:58:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I dunno when i personally look at it, i dont see much of an exciting layout in terms of design overall. The middle itself needs to be expanded as thats the center of attention. Sure you will have teleports but the actual main terrain in my opinion is the most important. It looks like its still low polygon and could still be greatly improved in terms of design.

I would highly suggest not having such round cliff edges and actually moving each verticity individually so it creates more of a natural feeling rather than an artificial look.

You gotta setup some boulders and rocks which should be ranging from small to very large, as well as some cactuses and other assorted varieties of objects to really give it the true feeling. Backdrops would be nice, perhaps get pics of the desert somewhere and make them seamless, and then you may have something more appealing to look at.

More peices need to be added to the pillar area as it doesnt quite remind me of ruins with the way its setup.

Good map to start, but for me to go out of my way to play one it really has to be something special and something that expands from all the maps we play on that kinda have the same overall feeling.

[http://www.smh.com.au/ffximage/2005/04/27/templeofbel\\_widewe\\_b\\_\\_430x251.jpg](http://www.smh.com.au/ffximage/2005/04/27/templeofbel_widewe_b__430x251.jpg)

I think something like that seems more fitting if it were just loosly based on that.

---