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Subject: Re: Another WIP map.

Posted by [Aprime](#) on Fri, 13 Jan 2006 01:15:03 GMT

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Naamloos wrote on Thu, 12 January 2006 16:31 I don't want to waste too much time to model a vehicle just to make that part of a map look better. I will add 2 support pillars under it and that's it. (because I personally think it's fine)

The mountains may look man-made from top down view but once in-game you will hardly notice it.

WTF? Nobody said you had to model a fucking bridge layer! Just model the bridge it fucking carries! Or you could just raise up a part of that trench and give it another texture.

I'm assuming it will be as bad as Snowland or whatever name you gave to that last one.

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