
Subject: [WIP Level] C&C_ Untitled
Posted by [Epicalyx](#) on Sat, 08 Apr 2006 19:52:34 GMT
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C&C Untitled General Layout

It's just a map idea I had in mind, which I am approaching to fully construct it. The primary theme that will be used will be the canyon/desert theme used in the first Single Player map (not the tutorial map!), and the tunnels might be the styles used in C&C_Under or I might make them realistic 'cave-like' tunnels with some lights here and there. The very light-bluish terrain layout you see is an actual construction in GMax, with those GDI and NOD structures included (though I haven't gotten to where I fit the buildings in with the layout).

I will also be adding two of the NOD turrets later on both sides of the Obelisk near the walls...then maybe just some sandbag walls somewhere.
