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Subject: Re: C&C: The Woods Today

Posted by [Aircraftkiller](#) on Sat, 15 Apr 2006 17:39:00 GMT

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So you think pine trees with huge triangular shaped needles are more realistic than trees modeled after, well, trees? That they're more realistic than trees using actual photographs for textures?

The whole purpose of The Woods Today is to put you in the middle of C&C95's level design, European forests that have Tiberium growing everywhere. So far you're the only person I see complaining about the tree quality, most people realize that the engine is pushed to its limits with the foliage I added. I'm sorry it can't be HL2 quality, with their stick figure looking trees, or BF2 quality with bright neon colored leaves...

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