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Subject: Re: My new project

Posted by [Zion](#) on Wed, 03 Jan 2007 02:03:25 GMT

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The buildings look very... hmm.... plain, maybe you can alpha blend them with some roof textures (if it's going to be a flying map).

Don't have buildings as boxes, even though they are mainly a box shape add alcoves or balconies, maybe a few buildings at the frontline have chunks missing out of them where they've been hit by the Nod strike. Let your imagination run wild.

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