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Subject: C&C Seaside Canyon Preview

Posted by [NeoSaber](#) on Tue, 15 Jul 2003 08:40:28 GMT

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When I started making them I didn't feel like animating a complete collapse and also deal with the issues of spawners/trapped inside buildings/etc.

I made parts come off. The smoke stacks on the weapons factory fall over as its roof explodes, the top of the obelisk breaks off and falls to the ground, and other stuff like that.

If you want to see some in action, get my map C&C Mineshaft. The buildings use the exploding animations in that map too.

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