

---

Subject: C&C Seaside Canyon Preview

Posted by [NeoSaber](#) on Sat, 19 Jul 2003 05:44:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Only the parts that blow off are H.A.M.s, the rest of the building is terrain. I'm also creating covers for the holes so you don't see the interior backfaces. It'll look like broken concrete.

I didn't get it quite right on the Weapons Factory though. Earlier I was fixing vis errors in the map and I came across a big backface error on it. I think I've got it corrected now though. I'm going to go back over all my models in the next few days to make sure they're all set up properly, based on what I learned from fixing the Weapons Factory.

---