
Subject: Re: C&C Plastic Revolution

Posted by [N1warhead](#) on Tue, 01 Jul 2008 17:57:05 GMT

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Cabal8616 wrote on Tue, 01 July 2008 11:42I can do various LE things and gmax work. Mostly, my specialty is map making... Models and such, not so much.

Hehe yeah, well. If you want to be part of the mod team, can you show me some work you have done in the past with your level making?

The job for a level designer on our mod team is.

A) Texture design for (levels, level objects E.G. - cereal boxes, posters, signs, etc.)

B) To make realistic like maps for the type of game that it is.

C) Think out of the ordinary (E.G. - Make secret walls or doors to go into, and more; this makes the game very exciting to play to find and explore new areas in maps that you never knew existed.)

D)There is no deadline to work with as of yet, so take your time while making maps.

E) Maps need to be professionally made, when I say that I do not mean the most kick ass map to ever be seen, although that would be good, but think realistically again, just keep the maps fluent, although think beyond the average person, and try new things as you build the maps, a thinking mind is better than the average mind to us anyways, we are wanting only the most innovated people to help make this mod a success.

If you would like to be apart of our team, send me an e-mail at David@unitedbrotherhood.org
Or sign up on the website and post a message on the forum,

Thank you.
N1warhead.
