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Subject: Re: Map Replacement C&C City

Posted by [GEORGE ZIMMER](#) on Thu, 01 Oct 2009 03:43:22 GMT

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Pretty nice, but I always figured you could do so much more with this map. Here's some ideas:

-The backdrop buildings look like shit, change their model. It's not as though it affects much physical gameplay.

-Maybe add a few more poly's (and make use of them) for the buildings all around the map? For example, making windows actually polygonal rather than just a texture on a box.

-Add a few light fixtures to the interior hallway areas. Maybe even make a few cosmetic doors for a bit of added effect.

-Tiberium gas is annoying, please get rid of it.

-Instead of dazzle, maybe use a modeled transparent light effect? Basically just a white texture (or no texture) image that makes use of blending effects with a fully transparent surface. Probably a better way to do that, but you get the idea.

Besides that, the textures are awesome, looks alot nicer now

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