
Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [Altzan](#) on Thu, 08 Oct 2009 15:28:38 GMT
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ErroR wrote on Thu, 08 October 2009 07:54Altzan wrote on Thu, 08 October 2009 15:52I was gonna link to a great tutorial I used, there were two parts and part two showed how he made an awesome tunnel segment from 1 plane...

...but I can't find it

does it include a box and a few planes to cut it with boolean?

The first one started with one plane. He extruded some, warped the terrain a little bit, and then started copying pieces and rotating them to make a 'zero' shape. Decent mountains too. In the second one he starts again with one plane and makes a tunnel segment. One of the last screenies shows Havoc standing in the completed tunnel which was textured white.

And on a side note, does a map HAVE to look realistic? I'll take gameplay over looks any day... Although I am wondering how the heck those infantry are supposed to get to the Obby...
