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Subject: Re: The Third Tiberium War BETA

Posted by [Aircraftkiller](#) on Wed, 29 Jun 2011 00:15:02 GMT

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I hate to be so blunt here, but it's very easy to tell what you made and what was made by the team behind C&C3. For example, those in-game units look nice. However, your level looks terrible. I really cannot say anything positive about it. It's far too box-like. Each polygon is depressed into the ground with no gradient from low levels to high levels, causing a stair-stepping effect that makes it look even worse.

Your "mountains" suffer from this same effect, and the overall design of the level looks boring, dull, and lacks any kind of imaginative game play designs. Essentially, your level is Field - yet exceptionally more ugly and a lot less detailed. If this is your level, I would recommend looking at some basic 3D modeling tutorials so you can, at least, fix the blandness of the terrain and the stair-stepping you've implemented with your terrain modeling.

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