
Subject: Re: Tiberium Crystal War: Map Preview - Walls
Posted by [Aircraftkiller](#) on Tue, 16 Aug 2011 02:35:31 GMT

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It's interesting, but could use a lot more detailing. I would recommend putting in cover. Just because Renegade was bare doesn't mean your mod has to be. Use foliage, rocks, bushes, natural features of the terrain, etc - and consider opening up the terrain a bit more. Nowhere will you ever find a canyon that someone is willing to fight over if they can't get in or out of it.

Knock down the outer walls of the level and make it look like it's part of an environment, instead of a canyon-island in the middle of the sky. Use some more texture blends. Push it farther. Even light map it - it's small enough to easily do it.

It's a good start, but go farther!
