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Subject: Re: C&C\_Crevasse

Posted by [Aircraftkiller](#) on Sun, 25 Sep 2011 06:50:24 GMT

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I'm almost done with it. The underground area needs light mapped, as does the two-floored Hand of Nod. Once that's done, I can move on to LevelEdit work.

I'll need to manually touch up some of the light mapping with my tablet in Photoshop, since some of it is too dark (blocks in the middle of the level, some spots in the hallways, etc) but for the most part the lighting came out pretty well, and close to what Westwood intended.

I modified this level heavily from the original design, but kept it mostly intact. What I've changed is generally aesthetic details: collars around the tunnel entrances, light mapping, light intensity/variables, added flame emitters. You can see them in these screenshots as orange dots from a distance.

I've redeveloped the bottom area completely to turn it into a Nod temple from the early days of the Brotherhood when the Lord sent Kane to wander the Land of Nod.

Should be starting LE work tomorrow, should be finished entirely by Monday.

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