
Subject: Re: TCW Centre for Tiberium Crystal War
Posted by [Aircraftkiller](#) on Tue, 27 Sep 2011 04:41:30 GMT
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Really needs some work put into it. Feels basic and incomplete. If you're basing this off CC3, why aren't you using the same texture style and the same type of environments? You could really push this a lot farther if you put some development time into these terrains you're showing.

I really don't get the CC3 feel from any of the work your team is doing. The only thing that makes it feel like CC3 is the models and textures you ripped from the game. Otherwise it feels like a run-of-the-mill Renegade mod that needs constructive criticism on their level design and environmental art.

If you're willing to listen, I will explain everything that is wrong and help you perfect it.
