
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [GEORGE ZIMMER](#) on Thu, 13 Oct 2011 12:40:20 GMT
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Well, what you COULD do is have a few rocks protruding from the sides of the tunnel or whatever, as well as various blocked up doors that would seemingly lead to other areas.

Basically, make it look like an old mining shaft that was turned into a tiberium storage facility or something.

That's of course assuming you're willing to do more modeling work. Design wise though, I really like how they're set up.
