
Subject: Re: C&C_Prototype *wip*
Posted by [sla.ro\(master\)](#) on Fri, 23 Mar 2012 07:36:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

try play with blending on the textures, cut them into some pieces and apply different blended materials. Also the lava should have some smoke effect. In rest the map is ok. for a wip version is good, try work more on it.

good luck.
