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Subject: C&C Seaside Sunset Preview

Posted by [NeoSaber](#) on Sun, 02 Nov 2003 04:44:16 GMT

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Cpo64 Looks good, I liked the layout of the first.

May I suggest adding some more textures?

Maybe some craters?

Also, since this is later in the day, maybe change the water level? Tides and all...

And since you seem to be able to do all this animation stuff, maybe you could do something with the C130? instead of flying so high, maybe make it fly in at a funny angle, drop off the vehicle, then make a hard bank bearly makeing it out alive?

I like the idea of putting in a few craters, I'll see if I can find a good spot to put them. I think I'll put in a few destroyed vehicles and ambient gunfire sounds to add to the battlefield effect too.

Changing the water level and air drop would be kind of time consuming, for very little effect. I think I'll leave those as is. More textures might be good, if I could come up with some more to add. That's always the problem for me, I never can decide what will look good for a map.

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