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Subject: Conquest Winter Preview!

Posted by [Halo38](#) on Fri, 14 Mar 2003 11:13:24 GMT

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Some of those effects are really good i like the reflections in the water to (think i know how they are done ) there seems to be more tiberium in the field than necessary (just considering FPS with 40 players+)

Nice to see there are other mappers out there that are concerned with detail and not just slapping a few planes together with unblended textures and calling it a map.

Good use of your own lighting tutorial too Very good work i'm definatly downloading this.

P.s consider loseing some of the detail (small FPS concern)

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