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Subject: C&C Marsh Early Screenies  
Posted by [Sanada78](#) on Fri, 10 Sep 2004 00:36:14 GMT  
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I'm now nearing complete of this dam map. After having problems with corrupting presets, I just started them again. I'm first going to release a Beta of this map mainly because the alternative building interiors won't be put in (except for the essential ones like the ConYard), and hopefully, I will release a version with them at a later date.

For now, here are some early screens. Textures are missing, lighting hasn't been done and there might be some bugs you might see. I haven't got that far yet, so these will do.

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Subject: C&C Marsh Early Screenies  
Posted by [Doitle](#) on Fri, 10 Sep 2004 01:29:04 GMT  
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I'm likin that metal bridge. That is way cool.

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Subject: C&C Marsh Early Screenies  
Posted by [Vitaminous](#) on Fri, 10 Sep 2004 02:43:04 GMT  
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Woot, looks good.

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Subject: C&C Marsh Early Screenies

Posted by [DeathAX](#) on Fri, 10 Sep 2004 13:06:24 GMT

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That Nod Tiberium silo is looking good. Is that the standard one? It looks different.

Also , It seems your missing alot of textures.

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Subject: C&C Marsh Early Screenies

Posted by [sniper12345](#) on Fri, 10 Sep 2004 13:11:41 GMT

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Why is it called Marsh?

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Subject: C&C Marsh Early Screenies

Posted by [xptek](#) on Fri, 10 Sep 2004 17:53:30 GMT

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Looks nice, how many polys is it so far?

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Subject: C&C Marsh Early Screenies

Posted by [Sanada78](#) on Fri, 10 Sep 2004 20:58:58 GMT

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Quote:Looks nice, how many polys is it so far?

It's around 33,000 polys. Maybe less, maybe more depending on what's exported.

Quote:Why is it called Marsh?

Because there is a marsh in it. I couldn't think of a better name to suit it.

Quote:That Nod Tiberium silo is looking good. Is that the standard one? It looks different.

I made that one from scratch copying the one I originally used that Westwood made. I was having problems with it so I just made this one.

Quote:Also , It seems your missing alot of textures.

They'll all be fixed when I release it, hence why I called the title "C&C Marsh Early Screenies".

Thanks for all the comments.

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Subject: C&C Marsh Early Screenies  
Posted by [z310](#) on Fri, 10 Sep 2004 23:36:11 GMT  
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I like it

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Subject: C&C Marsh Early Screenies  
Posted by [Pendulum](#) on Fri, 10 Sep 2004 23:37:13 GMT  
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its looking good cant wait to play it when its done

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