
Subject: C&C_Retribution (A Work in Progress)
Posted by [Major Mike](#) on Sun, 05 Feb 2006 04:25:37 GMT
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This is my first real attempt at a map. At the moment, it's just a small team deathmatch map. However, if I get good feedback, I may add bases and just about triple the size of it.
<http://n00bstories.com/image.fetch.php?id=1138199771>
<http://n00bstories.com/image.fetch.php?id=1028600060>
<http://n00bstories.com/image.fetch.php?id=1210064425>

Subject: Re: C&C_Retribution (A Work in Progress)
Posted by [JRPereira](#) on Sun, 05 Feb 2006 04:39:49 GMT
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Got any overhead shots? Can't tell much from what you have there.

Subject: Re: C&C_Retribution (A Work in Progress)
Posted by [Aircraftkiller](#) on Sun, 05 Feb 2006 04:49:13 GMT
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Use it as a practice level, and if you want help feel free to e-mail me:
aircraftkiller@apathbeyond.com

Right now the terrain is too blocky and has no blending whatsoever. I'm sure given the coaching you could create some nice work. Extra screenshots with some labeling to them would help our understanding of what you're trying to portray.

Subject: Re: C&C_Retribution (A Work in Progress)
Posted by [Major Mike](#) on Sun, 05 Feb 2006 05:29:26 GMT
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Thanks for the advice. I'll take it and do some experimenting on this map, and remake C&C_Retribution when I become more advance.

Subject: Re: C&C_Retribution (A Work in Progress)
Posted by [PaRaDoX](#) on Sun, 05 Feb 2006 06:11:36 GMT
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If you need some more help go to www.renegadehelp.com

Subject: Re: C&C_Retribution (A Work in Progress)
Posted by [JeepRubi](#) on Sun, 05 Feb 2006 16:33:54 GMT
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even better, for tutorials got to www.renhelp.co.uk (I learnt everything I now know, there)
