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Subject: C&C\_Canyon

Posted by [Gen\\_Blacky](#) on Sat, 05 Sep 2009 17:26:29 GMT

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I started Remaking C&C\_Canyon a while back for a mod and never finished it.

Whats going to be in it

New Building Exteriors

Tiberium Gas

Grass and Bushes

Tiberium Crystals

A New Vis System

Maybe a New lighting System

New Map Texture

Added A lot of Alpha Blending

Only about 50% Done with the model so don't expect it any time soon. Also does anyone have any suggestions.

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### File Attachments

1) [canyon.JPG](#), downloaded 257 times



Subject: Re: C&C\_Canyon  
Posted by [slosha](#) on Sun, 06 Sep 2009 00:29:06 GMT  
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Looks good so far. I don't think I have any suggestions atm.

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Subject: Re: C&C\_Canyon  
Posted by [anant](#) on Sun, 06 Sep 2009 09:06:08 GMT  
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looks nice! good job as usual

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