Subject: Tiberium Crystal War: Map Preview - Walls
Posted by zunnie on Mon, 15 Aug 2011 11:21:09 GMT
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http://www.youtube.com/watch?v=FaNGc3xLzks

Subject: Re: Tiberium Crystal War: Map Preview - Walls
Posted by Tupolev TU-95 Bear on Mon, 15 Aug 2011 19:56:32 GMT
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Finally my favorite map is in TCW

Subject: Re: Tiberium Crystal War: Map Preview - Walls
Posted by Aircraftkiller on Tue, 16 Aug 2011 02:35:31 GMT
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It's interesting, but could use a lot more detailing. I would recommend putting in cover. Just
because Renegade was bare doesn't mean your mod has to be. Use foliage, rocks, bushes,
natural features of the terrain, etc - and consider opening up the terrain a bit more. Nowhere will
you ever find a canyon that someone is willing to fight over if they can't get in or out of it.

Knock down the outer walls of the level and make it look like it's part of an environment, instead of
a canyon-island in the middle of the sky. Use some more texture blends. Push it father. Even light
map it - it's small enough to easily do it.

It's a good start, but go farther!

Subject: Re: Tiberium Crystal War: Map Preview - Walls
Posted by Gen_Blacky on Tue, 16 Aug 2011 16:30:12 GMT
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Looks like you need to weld some vertexs to fix the lighting issues and yea need some alpha
blending.