
Subject: TCW_Temple

Posted by [Mauler](#) on Sun, 02 Oct 2011 18:47:44 GMT

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At last I am just about done the map 'Temple' which was not able to make to Demo release of TCW online demo.

Nearing the completion of this level and there are just a few things left to do, such as setting up the lightmap, some more placement of props in Level-edit then on to performance enhancements.. after this is wrapped, I'm off to complete 'Utopia Base' a Mars themed battleground for TCW!

Enjoy some in-game testing screens of 'Temple'

Large images

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Subject: Re: TCW_Temple

Posted by [iRANian](#) on Sun, 02 Oct 2011 19:12:16 GMT

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Looks really nice, do you have a map overview shot?

Subject: Re: TCW_Temple

Posted by [Mauler](#) on Tue, 04 Oct 2011 16:38:07 GMT

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