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Subject: C&C Mars and Snow both go up on C&CDen Tuesday

Posted by [Aircraftkiller](#) on Tue, 19 Aug 2003 04:48:13 GMT

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Everyone has seen Mars. No one has seen Snow.

Snow, for the uninformed, is the second-to-last Westwood unfinished level that I had to complete. In its original state, it was nothing more than one texture (I02\_road01.tga) with some barely modeled mountains. It had two structures per side, a Weapons Factory\Airstrip and an Infantry Barracks\Hand of Nod.

Since there was no way for credits to be procured besides attacking the enemy base with basic soldiers, I added Tiberium Silos that produce four credits per second.

The object in the middle is a complex network of tunnels that allows you to reach the enemy base or attack from a vantage point. The bases are rather close together so the gameplay will be quick.

Original version of Snow:

My finished version of it:

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Subject: C&C Mars and Snow both go up on C&CDen Tuesday

Posted by [Dante](#) on Tue, 19 Aug 2003 06:20:03 GMT

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man w3d viewer fucked up the view of that map, how about some in game images?

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Subject: C&C Mars and Snow both go up on C&CDen Tuesday

Posted by [Ugauga01](#) on Tue, 19 Aug 2003 07:53:03 GMT

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Do you get the unfinished maps from Westwood???

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Subject: C&C Mars and Snow both go up on C&CDen Tuesday

Posted by [exnyte](#) on Tue, 19 Aug 2003 08:20:23 GMT

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Ugauga01Do you get the unfinished maps from Westwood???

Westwood gave him the unfinished maps for him to finish. Not much else to understand.

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Subject: Re: C&C Mars and Snow both go up on C&CDen Tuesday  
Posted by [Spike](#) on Tue, 19 Aug 2003 17:18:32 GMT  
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AircraftkillerThat level has a lot further to go before I'd label it as anything screenshot worthy.

Right back at ya

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Subject: C&C Mars and Snow both go up on C&CDen Tuesday  
Posted by [maytridy](#) on Tue, 19 Aug 2003 17:18:38 GMT  
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Looks cool.

Can't wait to play them!

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Subject: C&C Mars and Snow both go up on C&CDen Tuesday  
Posted by [General Havoc](#) on Tue, 19 Aug 2003 17:34:51 GMT  
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Looks great. Just as long as it is the blinding I02\_snow.dds texture that blinds you when you look at it - well if you don't alphblend it anyway. I love gobi and the smaller maps. Nod normally do a SBH rush against GDI and it funny to see 5 SBH inside your powerplant shooting you as you spawn there. Hope we can see it in a MMN or oe of the big servers.

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Subject: Re: C&C Mars and Snow both go up on C&CDen Tuesday  
Posted by [Aircraftkiller](#) on Tue, 19 Aug 2003 18:10:38 GMT  
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SpikeAircraftkillerThat level has a lot further to go before I'd label it as anything screenshot worthy.

Right back at ya

:rolleyes:

This is why I don't like newbies here in the modification forum.

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Subject: C&C Mars and Snow both go up on C&CDen Tuesday  
Posted by [Spike](#) on Tue, 19 Aug 2003 18:17:20 GMT  
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Whats not to like about you, ack?

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Subject: C&C Mars and Snow both go up on C&CDen Tuesday  
Posted by [Aircraftkiller](#) on Tue, 19 Aug 2003 18:25:26 GMT  
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You tell me.

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Subject: C&C Mars and Snow both go up on C&CDen Tuesday  
Posted by [Spike](#) on Tue, 19 Aug 2003 18:27:29 GMT  
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Naw, I think I'll spend the rest of my life doing other things...

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Subject: C&C Mars and Snow both go up on C&CDen Tuesday  
Posted by [Aircraftkiller](#) on Tue, 19 Aug 2003 19:59:24 GMT  
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Good for you, back to our regularly scheduled topic.

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Subject: Re: C&C Mars and Snow both go up on C&CDen Tuesday  
Posted by [Zonekill9](#) on Wed, 20 Aug 2003 00:17:00 GMT  
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SpikeAircraftkillerThat level has a lot further to go before I'd label it as anything screenshot worthy.

Right back at ya

Kirby Right Back At Ya ! I know, huh... huh..... huhh..... ok ok i see the door over here,

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Subject: C&C Mars and Snow both go up on C&CDen Tuesday  
Posted by [TheMouse](#) on Wed, 20 Aug 2003 01:54:14 GMT  
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that map is bare, and looks kinda lame...

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Subject: C&C Mars and Snow both go up on C&CDen Tuesday  
Posted by [Imdgr8one](#) on Wed, 20 Aug 2003 02:10:23 GMT  
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Looks awesome ACK, my b0xx0rs have been r0xx0rd.

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