Subject: Re: crazy map im making
Posted by Halo38 on Tue, 15 Aug 2006 03:09:19 GMT
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the17doctor wrote on Mon, 14 August 2006 11:49
i will probably take it a bit further.

what do you suggest i add to it?

it's not about just adding stuff to it personally i like to see a style or some ideas to come across in the visual look of a map

C&C_bio has a dirty feel to fit the theme of bio tech centers and tiberium monsters

in C&C_tropics the environment feels very vast like it really is set on a small island during a tropical strom.

an C&C_ancients has a mysterious feel to it

Do you think you can modify your map to fit a theme or make it 'feel' like it's not just a bunch of mesh and texture??