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Subject: Re: untitled aow map

Posted by [Veyrdite](#) on Mon, 18 Aug 2008 09:32:10 GMT

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The corners of the map are unnatural - they are too flat.

I recommend you apply a Noise modifier and then tessellate the mesh.

The buildings are spaced - this will allow the isolation of single rushed to single buildings but will also frustrate people trying to get to their vehicle from another building.

Your tunnel system looks nice, and has a lot of opportunities for huggers

I hope to see the map textured soon!

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