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Subject: Re: untitled aow map

Posted by [bisen11](#) on Mon, 18 Aug 2008 19:03:57 GMT

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Switching up the sides of the map sounds like a good idea. Could probably also help with the too muhc room in base problem. So I'll probably work on that. Not exactly sure what you mean by noise modifier and tessellating O.o . Sadly, I kinda suck at texturing so it may not look too good in that department, but maybe I'll look over a tutorial again. Mountains in the background sounds like a good idea. And by crates do you mean the kind that you hid behind or the kind that you get and they do stuff?

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