
Subject: Re: C&C_GrandCanyon

Posted by [Aircraftkiller](#) on Sat, 04 Jun 2011 16:53:41 GMT

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The lighting needs work. It appears to have its ambient value set to anything but black, which causes the entire object it lights to light up unnaturally. I would recommend going back to your lights and removing the ambient lighting you have on them.

Most of the materials aren't set correctly. For example, the ground in the GDI base has no material settings at all, or it doesn't block projectiles. Either way, there are no dirt bullet holes when you shoot the ground. This happens for a lot of objects and other materials.
