Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by Aircraftkiller on Sun, 02 Oct 2011 23:05:21 GMT
View Forum Message <> Reply to Message

I think you're off to a good beginning, but you will need to push this farther to achieve what it's capable of being.

I'd set the tiling for the rocky texture to be a lot larger, so that it accentuates the detail of the mountainside instead of obscuring it. I would also roughen up the side of the cliffs manually, without modifiers, so that you can get a more interesting effect. Right now it looks like you gave me a big chunk of clay and I made smooth mountains by dragging my hands through it.

You should look into creating your own set of trees. If you can't, or can't spend the time, I give you permission to extract my trees from Fjords and use them if you'd like to. I'd like to see more foliage on this level. It's not dense enough, so it will turn into a bland death match without some way to avoid the massive amount of snipers that will appear and dominate the level.

I would also edit the terrain on the ground, give it hills and depressions. Break it up. Use the roads that you have on the logical exits of the map and add them to other areas - make it feel like you're in an environment instead of a Halo 2 map.

Use the Tiberium to create more interesting effects. Box off infantry from certain areas. Make them pay a penalty to access a premium sniping zone by having to cross over a Tiberium field to do it. This needs more cover. Add rubble, garrison-able civilian structures, rocks, etc.

Go farther with this. I know you're capable of it.