
Subject: Re: C&C_Drift

Posted by [Aircraftkiller](#) on Tue, 18 Oct 2011 04:06:41 GMT

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Cliffs need more work - they're flat. Same problem Blazea ran into, it looks like someone just pulled their hands through clay without refining it. I'm not a big fan of the symmetrical nature of it either. I think there's room for pushing it farther than this. I know you're in an "early" stage but it has potential that would be a shame to waste on simply cloning the look of Renegade levels.
