Subject: C&C_Canyon
Posted by Gen_Blacky on Sat, 05 Sep 2009 17:26:29 GMT
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I started Remaking C&C_Canyon a while back for a mod and never finished it.

Whats going to be in it
New Building Exteriors
Tiberium Gas
Grass and Bushes
Tiberium Crystals
A New Vis System
Maybe a New lighting System
New Map Texture
Added A lot of Alpha Blending

Only about 50% Done with the model so don't expect it any time soon. Also does anyone have any suggestions.

File Attachments

1) canyon.JPG, downloaded 372 times

Subject: Re: C&C_Canyon
Posted by slosha on Sun, 06 Sep 2009 00:29:06 GMT
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Looks good so far. I don't think I have any suggestions atm.

Subject: Re: C&C_Canyon
Posted by anant on Sun, 06 Sep 2009 09:06:08 GMT
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looks nice! good job as usual