

---

Subject: C&C Sand preview images

Posted by [Anonymous](#) on Fri, 31 Jan 2003 16:35:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Taximes: quote:Originally posted by aircraftkiller2001: quote:Originally posted by Taximes: Looks like my least favorite of the unreleased WS maps, so far... The only thing I like about it is the pyramids, that was pretty creative. But if I was you ACK, I would make those walls thicker and give the bottom half a better texture, as well as do something about this, that cliff could definitely use some alpha blending or retexturing. It's all blended... Or is that too hard to see? I know it's blended, but I mean more. I think the actual cliff part should be darker instead of having the same texture as the rest of the map... The cliff uses the l10\_botcliff texture. That is shared with the central rock which blends into l10\_sandsmth.

---