
Subject: Tiberium pool

Posted by [Anonymous](#) on Tue, 14 Jan 2003 09:05:00 GMT

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I have been working on a map called C&C_FallsIt is a pretty nice base vs base map and is looking very good, here is a picture of a tiberium pool by the nod base: here And I am probably gonna put a viceroid in that cave too. But I just love the effect I did on the rocks in the pool, they are partly translucent and the texture that is see through flows over the rock, so it looks organic, and then the rock inside it has the tiberium feild texture on it, like the tiberium is digesting the rock.neato IMHO.I still need to add tib crystals to the ceiling and the walls where the tiberium is leeching forward. And tiberium mist if possible. Then I got to light it properly.all this with minimal polygons.Any Suggestions/Ideas/Comments?
