
Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by [Anonymous](#) on Tue, 20 Aug 2002 21:16:00 GMT

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quote:Originally posted by Ingrownlip:Did you make the terrain with RenX? Or using the Heightfield stuff?Just curious how you simulated a pathway...Nice BTW!Every single thing for this map was done in RenX. Just goes to show that you can do advanced effects that heightfields do without the higher poly counts and with the ability to have VIS on the map as well.
