Subject:]==>> C&C_Meadow.mix <<==[[Trailer and Scr
Posted by Fabian on Sat, 08 Jan 2005 05:33:52 GMT
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I tend to think, like Aircraftkiller, that good maps make you feel that there is more beyond where you can actually go...like if you could scale those rocks, you get the feeling that there is tons more land to be explored. I suggest putting a backdrop above the rocks, and maybe some trees up there.