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Subject: Re: C&C\_Aftermath

Posted by [Dante](#) on Thu, 20 Oct 2005 07:30:50 GMT

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Looks decent for a first map, like that you put some tree's in.

What i would suggest though since it is a night map is to tone the lighting down, put up some lights on the buildings (like spots and area lights) and add a bit of fog to the level, this will create more of a night time feel to it, right now it looks way too bright to have that dark of a sky.

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