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Subject: Re: C&C Roleplay 2

Posted by [bigwig992](#) on Sat, 31 Dec 2005 16:33:09 GMT

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It looks like you put a ton of work into it. Next time before you post images though, go through the map and add in some lighting and run a compute vertex problem(will take forever I know), but it might be worth the effect, things like that air craft carrier stick out like a sore thumb. Adding alot of lighting, in buildings and maybe a street light every block or so can really make it feel alot more GTA'ish.

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