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Subject: Re: Another WIP Map  
Posted by [DreamWraith](#) on Sat, 04 Feb 2006 22:29:03 GMT  
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I agree with exdeath about the balance.

I thought i would also note, since the PP is an external scenery item, you might want to delete the proxy for the internal mesh, as it wont be needed, if you haven't already done that. Would be a waste of poly's.

Also, as far as adding scenery, i would suggest just making some low polygon mountains in the background, and maybe adding some low poly tree models.

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