
Subject: Re: Another WIP Map

Posted by [Titan1x77](#) on Mon, 13 Feb 2006 18:43:39 GMT

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DreamWraith wrote on Sat, 04 February 2006 17:29I 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.

good advice....just make sure you keep the door proxys or place some doors that dont open on the external mesh of the PP's.

Maps looking good...keep it up
