Here are some "daytime" shots.

I disabled the fog effect for fear of being accused of trying to hide "lack of progress" with natural fog effects. The sun is not tweaked, or made to look good, so dont expect proper shaddows or coloration on the terrain texture. I wasnt going to spend 3 hours recreating the nighttime texture to fit in a daytime environment. Because of this you might notice misplaced shadows.

Also note the buildings are just placeholders. As noted before, the goal is to use as much existing farcry content as possible, with minimal created and added content. As such, the buildings will be from within farcry assets. However, since buildings in farcry had their interiors all built with brushes, it takes time to recreate the interiors. That is why we are using placeholder buildings.

Also please note that due to view distance settings, and the fog being turned off, some distant vegetation will look out of place. Again, this is a side effect of turning off the fog, and increasing the view distance, to save from being accused of using the aforementioned settings to "hide lack of progress".

These shots are taken from withtin the map editor. So do not be shocked because of the app window, or the lack of a HUD.

http://www.renevo.com/cncfc/mapshots/valley_night/day/valley _night(dayshots)-01.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/day/valley _night(dayshots)-02.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/day/valley _night(dayshots)-03.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/day/valley _night(dayshots)-04.jpg
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