
Subject: Re: crazy map im making
Posted by [futura83](#) on Tue, 15 Aug 2006 10:43:57 GMT
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Sn1per74(2) wrote on Mon, 14 August 2006 21:20 You could have the land with all collision attached to it, the floating island things. Then have an invisible plane with just vehicle collision on it so it would look as if the vehicles were floating.

already done that

Halo38 wrote on Mon, 14 August 2006 22:09 the17doctor wrote on Mon, 14 August 2006 11:49
i will probably take it a bit further.

what do you suggest i add to it?

it's not about just adding stuff to it personally i like to see a style or some ideas to come across in the visual look of a map

C&C_bio has a dirty feel to fit the theme of bio tech centers and tiberium monsters

in C&C_tropics the environment feels very vast like it really is set on a small island during a tropical storm.

an C&C_ancients has a mysterious feel to it

Do you think you can modify your map to fit a theme or make it 'feel' like it's not just a bunch of mesh and texture??

i have no idea how i'd do that...
