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Subject: Re: C&C 3 Concept Art.

Posted by [Chronojam](#) on Tue, 27 Mar 2007 03:45:50 GMT

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Renx wrote on Sun, 25 March 2007 13:54 Hover fire trucks and police cars, yet GDI has moved back to tracks. Since when is civilian technology better than the military's? It's not, play C&C3, that's conceptual. GDI also has massive dropships running about in that guy's concept art, with durable and survivable ground vehicles that are too heavy to hover and have weaponry with too much kick to try even if they could.

C&C3 is running off a lot of that old concept art, and other concept art that was developed around the same time; you can't knock it just due to age. Zone troopers look and behave a lot like the GDI XO suits that were early TD concept art.

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