
Subject: I've started work on a new map, C&C_Wasteland

Posted by [bigwig992](#) on Thu, 19 Jun 2003 11:15:25 GMT

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I love the layout and design of the map. On the side mountains near the Nod base really need some tweaking. Don't make them go straight up like that, if you extruded it up to get that, go back and do it a couple more times, each time using the resize tool to make the wall look like it's going back, then you'll have mountain'ie/cliff'ie looking sides. Also, read up a tutorial on alpha blending and alpha blend most of those textures together. Do these and I think this will become a pretty popular map.
