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Subject: C&C Desolute

Posted by [Khadman](#) on Sat, 21 Jun 2003 14:22:44 GMT

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Yesterday I started a map, C&C Desolute which was originally going to be based in a deep canyon with a bridge overhead. But i changed my mind (typically happens in early stages of development) and decided to have a map with two islands connected by a bridge, which would be the main battle ground. Im still working on the terrain so thats not in any pics right now but ill show you the bridge so far. Im thiking of putting a mini complex of catwalks under the bridge to enhance it also.

<http://www.n00bstories.com/image.view.php?id=1216149039>

<http://www.n00bstories.com/image.view.php?id=1156938422>

edit:

<http://www.n00bstories.com/image.view.php?id=1267684302>

<http://www.n00bstories.com/image.view.php?id=1037151784>

Here are somemore pics. The ground texture isnt complete as you can see. But this is a general idea of what the GDI Island will look like.

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