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Subject: [skin]C&C Islands Tunnels + GenBlacky's Islands

Posted by [Di3HardNL](#) on Fri, 12 Dec 2008 18:27:14 GMT

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This is the first version and might contain some bugs. But since I don't have much time right now I will update this soon. +/- 1 month.

But I am still happy about the result

Video link to youtube ->

<http://www.youtube.com/watch?v=V-Wh5P-UFqU>

And here is the FIXED download link. Should work for everyone now.

<http://files.filefront.com/Di3+Islands+Fixedrar/;12920636;/fileinfo.html>

- - Use GenBlacky's Egypt Islands WITH my tunnels - -

Download this ->

<http://files.filefront.com/Di3+Tunnels+Egypt+Genblayrar/;12901962;/fileinfo.html>

ENJOY.

Just a note \*\* If you want to use the original Islands tunnels again, simply delete all TGA/W3D

Files that start with ISL\_

Now you still have C&C\_Islands and C&C\_Islands2 in your data. Delete C&C\_Islands and rename C&C\_Islands2 to C&C\_Islands.

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Hey, I started new project on my own, I am changing the tunnels in C&C Islands. I think it would be fun to keep showing what i have made so far, and maybe people could give suggestions or put up some cool idea's

So far I have added all textures to the models. I am going to lightmap these tunnels also for cooler effects.

Here are some screenshots. I rendered them in 3ds Max so you can see clearly what i have done (in-game screenshots comes later).

Of course when its done I will release it, and it will be possible to play online with, whatever I add to it

Tunnels

Nod Entrance

GDI Entrance

Top View