
Subject: C&C_Tiberium_pit_3

Posted by [Titan1x77](#) on Tue, 19 Aug 2003 02:43:51 GMT

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I decided to get to work on Tiberium cave/pit 3...TibPit was my 1st map and cave was an attempt to fix it up...Now that Ive got some Modeling skill,Im going to make a full modeled Version in ren-x...old ones were heightfield crap

Ive got Tunnels leading to the pit/cave in the middle....this time PP's will be inside the base and infantry will fight over the 2 Silo's inside the Pit...vehicles will have no way of reaching the Silo's

I made this map alot larger and less compact then the 1st version....the back side of the bases will have Gates....front side will be open with a few stone walls surrounding them.

It Will be flying and have recons for Nod...Gdi will get Recons aswell(only available in the extras)

Becasue of the Size im placing in some teleporters from the base to the Pit,but none from the pit to the base.

Heres some progress