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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Tue, 12 Jul 2011 08:27:12 GMT

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After taking a break over the weekend, I've gotten back to work on it again. It's now being processed through the editor. I've been developing an aggregate for the level to contain the new particle systems I've developed specifically for it, such as the waterfalls you see here.

This is a preview of the texture style I'm going for. I'm using a mixture of the Renegade 2 textures and the textures that Mike Amerson gave me to finish up Noddingham. I will likely create some textures for the environment as well, outside of all of the textures I've designed in Mudbox. I would like to add ice to the level to give it that "spring time" feel, since the mountains are rimmed with fresh grass. As I said earlier, the "base to base" concerns are unfounded - this level is large enough that you cannot see the enemy base from your own, so it would be impossible to hit their base from your own.

Also, here's some music that I use for inspiration while working on this project: Hammock - Breathturn

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