I really don't like the vertex lighting that this is limited to. I've attempted to move vertexes around to optimize shadows so they aren't all inaccurate and ugly. Unless I light map the level, this is the best it's going to look. I need to place lights in Max and export them to WLT so that I can get a more accurate global illumination simulation.

I decided to make the GDI base the 1990s version of Hammerfest from Tiberian Sun. There are signs alluding to this on the outside of the gates. I think the GDI base layout will work well, but I'm not sure if I want advanced base defenses.