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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Fri, 15 Jul 2011 22:56:05 GMT

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Got more progress done today. The waterfall was widened, I started placing Tiberium in the level, and the river was placed with proper materials and blending. Having an issue with the waterfalls looking like they're clipping into the emitters with some odd triangulation, but otherwise it's coming together fine. I've also taken the liberty of using the original sound that accompanied any appearance of Tiberium in C&C95 so that it feels more "classic" in a sense.

Also, all of the trees are proxied in.