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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Wed, 03 Aug 2011 04:41:51 GMT

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I'm working on the old "C&C rubble" that you'd find in Tiberian Dawn and Red Alert. I took my old rubble pieces from APB and modified them to the point that they were completely remade. I then applied UVs, stitched them together with an unwrap, exported to Mudbox, and painted them. The graffiti was the most fun of all of it. It was interesting trying to mix pieces with throwups and tags, and making it feel that several different artists had painted on the rubble... So each piece of graffiti is different and uses a mix of handwriting on my tablet. Here it is in W3D Viewer. It's using a 1024x texture but I could easily shrink it to 512 without a huge loss in quality.

I'm still progressing on the level. I've been adding more forest to the Nod side of the map, and have been adding more Tiberium so that the atmosphere feels more like C&C95 with the random Tiberium patches growing in the woods.

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