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Subject: Re: Mediterranean Map

Posted by [iRANian](#) on Sat, 01 Oct 2011 00:33:33 GMT

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Looking really symmetric at the moment, you can take a look at Islands in w3dview for some ideas to make it look less symmetric, I'd also extend the water itself a bit (although I don't know the draw distance and fog settings you'll be having on that map). Other than that you'll just need to refine the map with additional texture work, hilly terrain and some objects like rock and Tiberium stuff placed here and there.

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