
Subject: C&C_The_Canyon (Wip infantry map)
Posted by [Blazea58](#) on Sun, 02 Oct 2011 22:02:12 GMT
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Ever since 4.0 came out, ive wanted to create some C&C mode maps. I decided i would create a small infantry map, somewhat like C&C_Sand or gobi, though one that has more then two direct entrances into the bases.

This map has 4 ways into the bases, and as well two spots for snipers to perch from, overlooking each base. The bases are only seperated by a thin mountain, and a tunnel which you can use to quickly get there. Then there is two large paths around the outside of the bases, and an underground tunnel which goes directly into each base.

Here is some pictures so far, things may still change or be altered, but for the most part the shape will stay the same. The name was also random, i couldn't think of something that hasen't already been taken.

I want to still add tiberium silos to each base, but at the moment i can't find a completed one for renx.

Unfortunately i cannot lightmap this either, as i did the work and renx and i don't know how that process works.
