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Subject: Re: C&C\_The\_Canyon (Wip infantry map)  
Posted by [GEORGE ZIMMER](#) on Tue, 04 Oct 2011 06:00:25 GMT  
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Nice, has a simple yet functional layout. A few things:

1: As pointed out, change up the cliff poly's a bit- they definitely look too smooth to feel like rocks. I usually just manually move vertexes around for this, it seems to work pretty well.

2: Spice up the tunnels- add things like barrels, crates, and those sorts of things. Maybe random little rooms off to the side with several entry points? Could contain a money crate or something simple, yet worth fighting over.

3: Maybe add a few small buildings? Not sniper towers, just small little derelict structures with a couple entry points.

Also, while it has a nice design, it definitely could use some atmosphere. Lighting helps with this a lot.

Hope to see this go somewhere

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