
Subject: Re: C&C_Mangalia

Posted by [Reaver11](#) on Tue, 04 Oct 2011 09:03:18 GMT

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I wonder if the concept of the map will work out.

Currently it looks as if the map is very big for instance the concrete slopes are bigger than Nods base.

See if you can adjust the maps scale a bit.

In my eyes you shouldn't start texturing when your terrain isn't done: Make your tunnels first, Bridges, Slopes, Hills and what nots.

One thing I find very important is to avoid zbuffer glitches.

Look at your sloped concrete pieces I can see they are just slapped through the terrain you should really avoid this!

This is the reason why I think you started texturing to early.
