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Subject: Re: C&C\_The\_Canyon (Wip infantry map)  
Posted by [GEORGE ZIMMER](#) on Wed, 12 Oct 2011 22:58:43 GMT  
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before this turns into ACK being a snobby faggot over videogames and Blazea defending himself, here's a few things the tunnels could use:

1: The floor textures are rather bland, and feel like something out of a parking garage or something. I feel like it could be a bit dirtier and have a more "cobbled together" feel, considering that it's meant to have been quickly made. Alternatively, it could be more metallic looking- like a high-end installation.

2: Those pillars feel... I dunno, tacked on. They lack style, and the textures don't much fit. I can't think of how they can be improved, but they stand out to me.

3: In general, it lacks a... theme, an ambiance. It's just metal and concrete. It doesn't give off the feel of being much of anything, y'know? Well, the tiberium stuff helps a lot, but other than that, the textures themselves feel a little uninspired.

Fix those things, and it'll look fantastic. The design itself, though, is really nice.

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