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Subject: Re: C&C\_The\_Canyon (Wip infantry map)  
Posted by [Aircraftkiller](#) on Thu, 13 Oct 2011 17:16:58 GMT  
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I think your problem is that you're not visualizing what I'm thinking of. Imagine your "tunnels" made rounder. The profiles become circular instead of square. Now imagine them if they've been subdivided. You have a mass of polygons to work with.

Think of it as a natural hole in the side of the mountain that opens up into a very tall cave, and you're standing on the edge of a cliff. You walk in, look over the edge, and see sparking pools of water. There's holes in the roof of this cave. Sun shafts gracefully point through, lighting up the environment.

You walk down this cliff path until you reach the bottom of the cave. There's an assortment of stalagmites and stalactites growing from all around you. The sound of dripping water fills the air. You see some machinery left behind by Nod as they were attempting to excavate this cave, for unknown purposes. Some sections of it are plastered over in a quick job of concrete foundation laying and cheap-looking walls. There's a mountable gun turret sitting here. You think someone was protecting this place. You wonder why GDI sent you in, and now you realize they're researching Tiberium here before they prepare to build a full sized Bio Lab.

You see another cliff edge leading up to a higher point that's a good distance from you. You decide to walk up there. What do you find?

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