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Subject: Re: New mapping project C&C\_?

Posted by [GEORGE ZIMMER](#) on Sun, 06 Nov 2011 16:48:04 GMT

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Textures are grating (there's only like 3), map looks too small (kudos on not making it TOO big though), the tunnels look obviously boolean'd in (and they look boring as hell), and in general the cliffs- as ACK would put it- look like you just made them out of clay.

Still, the design is interesting- just needs major work when it comes to the texturing. Also, might I suggest making that little "wall" on the bottom area to be more of a "double ramp" kinda shape? it just looks... awkward.

Keep working on it, and you'll come up with something good I'm sure.

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