
Subject: Re: C&C Noddingham
Posted by [OWA](#) on Fri, 06 Jul 2012 08:37:45 GMT
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Looking good so far; it's funny to think how much w3d mapping has come in 10 years. I'm really liking the TD-style buildings.

Some of your trees look like they may benefit from some variation in scale and the castle wall looks a bit bland. Other than those points, there isn't much else to say. Nice one!

Are you think about putting in some of the more TD-esque vehicles into this one too?
