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Subject: Re: Good job

Posted by [Ethenal](#) on Tue, 08 Jul 2014 03:32:36 GMT

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Nurple wrote on Mon, 07 July 2014 21:50I'd rather play fjords

LMAO that is exactly what I said in that topic originally, but I deleted the post because it's just ego-stroking when you're talking to someone that says "lol" to any sort of legitimate (or illegitimate, for that matter) criticism.

I might as well say it here: that map has literally like 5 textures on the terrain, lots of "atmospheric" identical walls (with switched colored textures for GDI/Nod) and the lovely uniform single ground texture with the excellent hilariously fake looking round tiberium field, the random snow "puddles" and the pre-placed tank/aircraft shells.

Overall, it looks like he spent a really long time perfecting the map, and he did a great job. It's almost as good as GreatWall's excellent "village!" (HAHAHAHAHAHAHAHA)

Seriously though, I played Kaskin's GreatWall like a year ago (it was probably less finished than now) with all these extra tanks and units and shit, and there was this "village" that was literally composed of a bunch of identical buildings haphazardly placed somewhat "near" each other, making up a "village" - and I kid you not, it was literally one of the worst things I've ever seen in a video game. If you want to see what a village is supposed to look like, check out Creekdale - the buildings have like, doors and windows and stuff, and there's grass, and a bridge... instead of a single identical grass texture covering the ground + a bunch of rectangular "buildings" (polygonal blobs, really) placed in random spots on the uniform grass texture.

tl;dr tell Kaskins to spend 2 months on one map instead of 2 minutes on 5 maps

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