

---

Subject: something new im working on

Posted by [Titan1x77](#) on Mon, 13 Oct 2003 02:17:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Something simple that I didn't plan out but just started modeling terrain around the dummy bases

I like how it turned out and im going to complete it into a TS style map with some TS bridges and plateau's around so you can overlook and battle TS style...no TS vehicles will be used and im getting rid of the GDI recon and replacing it with a Tow missile humvee...prob will include flying aswell....im looking to keep it a bigger style map that way I won't have to create VIS and keep a low poly count too.

If vis is needed I'll send it to a dual processer PC to have it generated.

Here's the layout and a question....Should I block off the moutain between the bases to not allow vehilces?

Blue arrows mark tunnels...prob will have a few uplevel tunnels to overlook the bases(siege,High Noon style)

---