
Subject: C&C Woodland Finished

Posted by [m1a1_abrams](#) on Sun, 23 Nov 2003 00:26:15 GMT

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Amazing map, well done I disagree with ACK on this one, because I think that the mix of high and low poly trees gives the impression that everything is high poly, and makes the forest look more detailed than it is. My processor, at least, can handle this map, and there is something to be said for progress... you don't necessarily have to stick to the level of polygons in Renegade if modern computers can handle more detail.

You put some nice touches in this map. I really like how you placed the dead trees around the Tiberium fields, to give the impression that all the nutrients have been leached from the soil.
