
Subject: C&C_Stalingrad

Posted by [Laser2150](#) on Tue, 09 Dec 2003 04:25:21 GMT

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I Think the concept is sweet.

A suggestion, Not insult, but idea to expand on.

If you look closely, textures feel sort of repetitive and bland! Liven it up on the randomness of the textures and try making it "battle Scarred" Learn Alpha blending and make some cuts in the bricks or get a different texture that makes it weathered in some places, this gets rid of the repetitiveness.

Throw some lighting in! Maybe even a flame emitter, that would be cool to see.

I might start working again, its to early to tell, i might even finish my map that i was working on before i dissappered, i dunno.

I still think this map is alot of fun!
