
Subject: C&C Mutation Preview

Posted by [NeoSaber](#) on Thu, 29 Apr 2004 23:56:51 GMT

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I've been working on a new map for the last few weeks. Well, few months is more accurate. It's gone through about a dozen revisions from scratch to get to a point where I like it.

http://www.cnc-source.com/gallery/categories.php?cat_id=88

It's C&C mode, and based on the mutated landscapes of Tiberian Sun: Firestorm, with an ion storm thundering overhead. Players will be able to harvest tiberium themselves if they want to, with several types available that are worth different amounts. Blue tiberium crystals will explode if they take enough damage.

The level has the exploding building animations I made, as well as the alternate models that I used in Seaside Canyon. I'm also animating a few of the mutated plants to make the environment feel a little more 'alive' and trying to kill you.

Probably still a few weeks away from being done. I have to finish some of the mutated plant models, as well as do some of the more technical (and annoying things) like vis generation.
