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Subject: C&C Commando : Nod Turret

Posted by [KIRBY098](#) on Fri, 21 May 2004 16:30:51 GMT

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phlakatonEric Kearns and Joe Black didn't really do much "design" on the levels but they did act as minor slaves to the design process with the design team. Working with a designer to make levels. Then the wonderful task of going down the lightscape road and re-doing it about 10 times when something needed to move 15 meters or add something. Not a fun gig when the lightscape process could take up to 3 days on a big level. Multiplayer maps were a bit more forgiving ... at least they were small. LOL. Hmm... why would I talk in 3rd person? Strange.

Too much time at EA staff meetings is my guess.

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