
Subject: C&C: The Woods Today
Posted by [Aircraftkiller](#) on Sat, 18 Feb 2006 05:13:33 GMT
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Red Alert: A Path Beyond's 1.0 release is coming along really well so far, and we figured a level promoting it for Renegade fans would help encourage players as they get to see the quality of artwork going into it, first hand.

C&C_The_Woods_Today will be a remake of The Aftermath addition to Red Alert by the same name. The Woods Today will feature an abandoned Allied base with a Construction Yard in disrepair, a falling apart War Factory, a Turret that's been destroyed and an Ore Refinery that's on its last legs. The relics from WWII would be a major part of the level, as it would be the central passageway through the battlefield.

Let us know what you think and if this is something that catches your interest.

Subject: Re: C&C: The Woods Today
Posted by [nopol10](#) on Sat, 18 Feb 2006 09:31:18 GMT
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Maybe you could do a video of a walk around the map or you could put up some screenshots.

Subject: Re: C&C: The Woods Today
Posted by [Renardin6](#) on Sat, 18 Feb 2006 17:48:24 GMT
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Will you add lighthmaps? I am sure it would make it impressive.

Subject: Re: C&C: The Woods Today
Posted by [gendres](#) on Sat, 18 Feb 2006 18:07:13 GMT
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It sounds like a good idea. I like how those old buildings add a lot of atmosphere to the game, like the crumbled buildings from the original C&C in Tiberian Sun.

Subject: Re: C&C: The Woods Today
Posted by [Mad Ivan](#) on Sat, 18 Feb 2006 19:17:18 GMT
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i`m up for that

Cant wait!

Subject: Re: C&C: The Woods Today
Posted by [Naamloos](#) on Sat, 18 Feb 2006 19:58:46 GMT
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So it's like seeing what the place looks like a few years (Can't remember the exact time-line.) after Red Alert?

Might be interesting if done right.

Subject: Re: C&C: The Woods Today
Posted by [Kamuix](#) on Sun, 19 Feb 2006 00:45:39 GMT
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removed

I remember quite awhile ago when i played Renalert online when there was quite abit of peops on there. I remember playing with Ryan3k and some other peops from Renalert. That was always one of my favorite maps.

Subject: Re: C&C: The Woods Today
Posted by [Daze](#) on Sun, 19 Feb 2006 04:53:11 GMT
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Sounds like a good idea. I'm definitely lookin forward to it

Renardin6 wrote on Sat, 18 February 2006 12:48Will you add lighthmaps? I am sure it would make it impressive.

Oh ffs, they're just lightmaps. You go into like every map thread just to say "add lightmaps," or "lightmaps would rock". They're seriously not that great. Please, give some more on-topic input than just trolling around each map thread to be like "add lightmaps zomg".

Subject: Re: C&C: The Woods Today
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 19 Feb 2006 16:55:50 GMT
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I know he's exagerating a bit, but light mapping actually does make a good difference.

Anyways, I can't wait to try out the next RA release. It looks like you guys have been working hard

on it.

Subject: Re: C&C: The Woods Today

Posted by [sfr3f](#) on Sun, 19 Feb 2006 21:23:12 GMT

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After playing a lot of Tiberian Sun recently (the last great C&C title), I'd like to see some Tiberium infestation on the map. Some parts of the map with the good old Red Alert green hills, ending at cracked, barren, leeches earth.

Ion Storms rule, too. ^_^

Subject: Re: C&C: The Woods Today

Posted by [Renardin6](#) on Sat, 25 Feb 2006 11:57:54 GMT

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as red alert was the chapter before TD, maybe you could destroy the allied and soviet bases and then add brand new td bases and some destroyed vehicles of renalert (make them looking 50 years old) it would be nice.

A bit the same spirit of the TD buildings we could see in TS.
