Subject: [WIP Level] C&C_Untitled
Posted by Epicalyx on Sat, 08 Apr 2006 19:52:34 GMT
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C&C Untitled General Layout

It's just a map idea I had in mind, which I am approaching to fully construct it. The primary theme that will be used will be the canyon/desert theme used in the first Single Player map (not the tutorial map!), and the tunnels might be the styles used in C&C_Under or I might make them realistic 'cave-like' tunnels with some lights here and there. The very light-bluish terrain layout you see is an actual construction in GMax, with those GDI and NOD structures included (though I haven't gotten to where I fit the buildings in with the layout).

I will also be adding two of the NOD turrets later on both sides of the Obelisk near the walls...then maybe just some sandbag walls somewhere.

Subject: Re: [WIP Level] C&C_Untitled
Posted by Spice on Sat, 08 Apr 2006 20:25:45 GMT
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I think you should pull the obelisk & AGT to the center of the bases. Other than that, it looks good.

Subject: Re: [WIP Level] C&C_Untitled
Posted by YSLMuffins on Sun, 09 Apr 2006 04:47:45 GMT
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You may have trouble aligning the guns to the AGT if the AGT isn't in multiples of 90 degrees. Other than that it looks interesting, and a tight space...

Subject: Re: [WIP Level] C&C_Untitled
Posted by Jaspah on Sun, 09 Apr 2006 16:19:21 GMT
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Add more space near the airstrip (or make the cliffs smaller near the airstrip) so the C-130 won't look like it's flying through the cliffs or walls. Other than that, I like it. The defenses defend the main entrance, but it's up for the infantry to keep Nod or GDI out of the tunnels.