
Subject: C&C Field Progress
Posted by [Di3HardNL](#) on Sat, 03 Jan 2009 12:28:11 GMT
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I've started a new project besides the Islands tunnels which i will finish soon. But I had some cool idea's for it ^^

Here are first screenshots. What you think

Subject: Re: C&C Field Progress
Posted by [mr£Ä\\$Ä-z](#) on Sat, 03 Jan 2009 12:35:49 GMT
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Looks very nice, could you try to Change the weather and add a working sun? I just want the Map with a new weather thats all

Subject: Re: C&C Field Progress
Posted by [LiL KiLLa](#) on Sat, 03 Jan 2009 12:42:30 GMT
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weather and add a working sun? I just want the Map with a new weather thats all

nice idea with a new weather

and which ideas do you still have Di3 ?

w/e nice work <3

Subject: Re: C&C Field Progress
Posted by [ErroR](#) on Sat, 03 Jan 2009 13:21:47 GMT
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sexy arty

Subject: Re: C&C Field Progress

Posted by [ArtyWh0re](#) on Sat, 03 Jan 2009 13:40:13 GMT

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I like your idea of the road Airstrip and i love the Tiberium. What are thoes boxes in the river going to be?

Subject: Re: C&C Field Prograss

Posted by [slosha](#) on Sat, 03 Jan 2009 18:36:21 GMT

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looks alright.. i like the tiberium in the field.. but are all those buildings supposed to be black?

Subject: Re: C&C Field Prograss

Posted by [Gen_Blacky](#) on Sat, 03 Jan 2009 20:21:15 GMT

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O_o i see you used those emitters.

Subject: Re: C&C Field Prograss

Posted by [YazooGang](#) on Sat, 03 Jan 2009 20:54:54 GMT

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the texturing on the top of the air tower isnt good, but over all everything is nice !
good job!

Subject: Re: C&C Field Prograss

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 03 Jan 2009 21:16:24 GMT

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Isn't that character just a modified Reborn character?

Subject: Re: C&C Field Prograss

Posted by [LiL KiLLa](#) on Sat, 03 Jan 2009 21:20:56 GMT

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[NEFobby[GEN] wrote on Sat, 03 January 2009 22:16]Isn't that character just a modified Reborn character?

yes

Subject: Re: C&C Field Progress
Posted by [Di3HardNL](#) on Sat, 03 Jan 2009 23:09:10 GMT
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I could change the weather yes but the lighting on the lamps wouldn't be necessary then

And i know the air texturing isn't good yet, i didnt finish it yet

And no, those buildings aren't supposed to be black, they just don't have any textures yet ^^

Subject: Re: C&C Field Progress
Posted by [mr£Ä§Ä-z](#) on Sat, 03 Jan 2009 23:10:19 GMT
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Make 1 version of the map where you JUST change the weather

Subject: Re: C&C Field Progress
Posted by [LR01](#) on Sat, 03 Jan 2009 23:44:37 GMT
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maybe some more Tiberian?

Subject: Re: C&C Field Progress
Posted by [LiL KiLLa](#) on Sun, 04 Jan 2009 12:32:00 GMT
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or new trees, or a new waterfall...

Subject: Re: C&C Field Progress
Posted by [anant](#) on Mon, 05 Jan 2009 05:16:45 GMT
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Di3! Can you post the crate?? And is the tib your skin or a mod for the map? if its a skin can you post too? I love your work Di3
