
Subject: TCW's first Interactive Adventure
Posted by [kamuixmod](#) on Tue, 01 Nov 2011 00:45:06 GMT
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Some time ago, actually yesterday i made for Hunters Bridge a new Destruction.
<http://www.youtube.com/watch?v=rcpOnOm4tjY>

Today i placed it in a Map and made it destruct partly already, so that u can see how the flying parts are in midair already and i made an Interactive Adventure to it. You have to jump over to the other Side, and all the Way back on a different Path.

Good luck!
Adventure:
<http://www.youtube.com/watch?v=NBBOqqOAZMo>

BTW: If you manage to get to the Final, then will there be something nice and surprising waiting for you. Its about TCW
btw took me 9 hours only. Started 16:12 and ended 01:35

about the Quality, my WMM blurred it so i had to use some other Programs to make the best of it :/

Subject: Re: TCW's first Interactive Adventure
Posted by [TankClash](#) on Tue, 01 Nov 2011 01:11:11 GMT
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Nice, but if I may make a suggestion or two, some kind of sagging or have ONE side collapse; than the other, would make it look really eye pleasing...

Subject: Re: TCW's first Interactive Adventure
Posted by [kamuixmod](#) on Tue, 01 Nov 2011 03:55:00 GMT
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Wat do u mean exactly?

Subject: Re: TCW's first Interactive Adventure
Posted by [NACHO-ARG](#) on Tue, 01 Nov 2011 19:04:22 GMT
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it looks pretty cool man but i think it would be better if only 1 section of the bridge get destroyed intead of the wole thing, otter than that awsome work.

Subject: Re: TCW's first Interactive Adventure
Posted by [kamuixmod](#) on Tue, 01 Nov 2011 23:41:48 GMT
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its a first example only yet

Subject: Re: TCW's first Interactive Adventure
Posted by [crazfulla](#) on Thu, 24 Nov 2011 00:14:36 GMT
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the bridge wouldn't explode into a million pieces, it would simply collapse... new animation required imo. But nice interactive thingy
