
Subject: C&C_Silent_Night
Posted by [Fabian](#) on Mon, 14 Apr 2003 23:05:37 GMT
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http://www.crypticwarning.com/matt/building_interior.JPG
http://www.crypticwarning.com/matt/town_inner.JPG
http://www.crypticwarning.com/matt/silentnight_overhead.JPG

i think i will be done in 1 to 2 weeks. its not a DM (many people asked if it was), its a regular C&C mode map.

It takes place in a Iraqi village that was recently evacuated because tiberium began sprouting up in the area.

Subject: C&C_Silent_Night
Posted by [General Havoc](#) on Mon, 14 Apr 2003 23:07:38 GMT
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Looking good at the moment. Reminds me of C&C Generals.

_General Havoc

Subject: C&C_Silent_Night
Posted by [Titan1x77](#) on Mon, 14 Apr 2003 23:12:50 GMT
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looking forward to it....i hope alot of these maps being talked about are all released at the same time....be a very good upcoming month for maps.

Subject: C&C_Silent_Night
Posted by [Deafwasp](#) on Mon, 14 Apr 2003 23:34:17 GMT
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looks good, try to improve on a few things. you should know what they are.

Don't be impatient about the map, finish every little part.

Subject: C&C_Silent_Night
Posted by [Halo38](#) on Mon, 14 Apr 2003 23:50:11 GMT
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Nice, some good application of textures on the buildings.

Subject: C&C_Silent_Night
Posted by [Fabian](#) on Mon, 14 Apr 2003 23:55:42 GMT
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Deafwaspllooks good, try to improve on a few things. you should know what they are.

let's not be too helpful now, one suggestion at a time. :rolleyes:

Subject: C&C_Silent_Night
Posted by [bigwig992](#) on Tue, 15 Apr 2003 00:12:58 GMT
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I like it.

Subject: C&C_Silent_Night
Posted by [Deafwasp](#) on Tue, 15 Apr 2003 00:34:29 GMT
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SEALDeafwaspllooks good, try to improve on a few things. you should know what they are.

let's not be too helpful now, one suggestion at a time. :rolleyes:

I was saying that you should know what you can improve on. Like after you finish something and say to yourself "that will have to do", or "I could have made that better". Or if a texture don't look that great but you just leave it be. If you have to squint at something for a few seconds or look at it with one eye closed then redo it.

Subject: C&C_Silent_Night
Posted by [Fabian](#) on Tue, 15 Apr 2003 00:43:13 GMT
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yeah, i know exactly what your talking about, theres a bunch of stuff im thinking about redoing...the buildings are all fine, but i might end up redoing the terrain alltogether (only took me 25 minutes thanks to SomeRhino's tutorial)

Subject: C&C_Silent_Night
Posted by [Deafwasp](#) on Tue, 15 Apr 2003 00:53:35 GMT
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yeah see....

Beleive me, its worth it to redo every single one of the things you thought about redoing. I hope

the textures on the buildings arent too stretched.

I will be glad and help you test this map to make sure it is all it could be.

Subject: C&C_Silent_Night
Posted by [Try_lee](#) on Tue, 15 Apr 2003 01:02:54 GMT
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So will the complete map layout be like the following, making the village the central point for battles?

Subject: C&C_Silent_Night
Posted by [Fabian](#) on Tue, 15 Apr 2003 01:31:03 GMT
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<http://www.crypticwarning.com/matt/map1.GIF>

Subject: C&C_Silent_Night
Posted by [Fabian](#) on Tue, 15 Apr 2003 01:45:01 GMT
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deafwasp, i welcome your help,
aim=mattx909, msn= mattx909@aol.com

Subject: C&C_Silent_Night
Posted by [maytridy](#) on Tue, 15 Apr 2003 02:30:37 GMT
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Great job, Matt. Can't wait to see it. The new layout looks much better. Keep up the good work. I'm here to betatest when you need it.

Subject: C&C_Silent_Night
Posted by [maytridy](#) on Tue, 15 Apr 2003 02:31:40 GMT

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Great job, Matt. Can't wait to see it. The new layout looks much better. Keep up the good work. I'm here to betatest when you need it.

Subject: C&C_Silent_Night

Posted by [SomeRhino](#) on Tue, 15 Apr 2003 02:50:57 GMT

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Looks pretty good, I like the originality of it. Keep up the good work.
