Subject: Re: funny...
Posted by Aircraftkiller on Tue, 13 May 2003 10:03:54 GMT
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Dantefunny thing is, when i goto the beach, on a sunday morning for example, say about 5 am, just before the sun rises... there really isn't alot of eye candy...

but, i guess if you want me to dump a bunch of crappy dsapo objects here and there to entertain you, i guess i will, btw, there is a huge mountain in the middle with a tunnel system inside it.

get up before the crack of dawn, go walk on a beach, and tada... it isn't vibrant with alot of life....

btw, trees are coming, this is just pics of the terrain and some light tests

Realism doesn't always work in a game, especially not in a game where tank cannons only fire about 200 feet, and where bullets travel at light-speed.

Keep that in mind when designing maps. You're not making a painting, you're making something to be used in said unrealistic game.