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Subject: Re: Crysis Project: Islands.

Posted by [TeamWolf](#) on Mon, 29 Jun 2009 22:46:48 GMT

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Tbh you should of called it C&C\_Islands\_facelift or something.. The bushes are freashing as the textures are due to how long we have been playing the game..

But the bushes and trees just do not seem right, seeing how you have trees growing in the middle and they look more like bushes and the bushes on the walls are in one straight line, therefore not looking natural rather just merged with the map and dragged vertically there.

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