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Subject: Re: Crysis Project: Islands.

Posted by [Havoc 89](#) on Mon, 06 Jul 2009 20:44:10 GMT

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You guys are so obsessed with bloom and shiny things. Its doesnt even make the game look good. All it does is hide low quality visuals with something that doesnt even make sense. Essentially making the visuals look even worse.

Yes theres really going be a heavenly glow around everything right? And there is definatly going to be shiny and glowing things in a battlefield so that everyone can spot it from miles away. Infact lets make everything out of chrome, and attach spot lights to everything and make things even more shiny!

Seriously though, when your shadows are glowing, you know you've fucked up big time. Pardon my french by the way.

Back on topic. Your idea isnt bad, but the bloom just kills it. Also one thing to note is that this is an island that is close to the sea level. So naturally there will be a lot of sand, yet I see next to none. The foliage just doesnt add up. You cant have any trees, leaves or that kind of foliage growing out of rocks. You need soil for there to be foliage. Right now you have all sorts of foliage glued to giant bolders of rock. One more thing I could suggest is Fog. There is never a day on Earth when there is literally no fog at any location. Fog can really bring your world to life, but you have to be very careful and be very subtle about it. I'm not saying fog in the sense that you cant see anything infront of you, but rather I'm suggesting fog wheren distant objects begin to loose their details, and start to blend into the background. This can really help to bring scale into any map and is very cutial.

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