

This tutorial will be a compilation of two. The main focus are tips and support for making Cave Enviroments. The second is scripting/simulating underwater and effects.

This map will be created with the default *Amensia: The Dark Descent* models, including those from the *Justine DLC* and with some custom assets.

1. A bunch of models made by Selyp. Sadly he is not around anymore, but we were working on a really cool mod called Atlantia back in the day.
2. A skybox from a well known CS called *Through the Portal* by **DamnNoHtml**.

Please download the tutorial map before reading the rest of this.

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Last update: **2012/04/18 21:24**

