Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sat, 25 Jan 2003 21:28:00 GMT

quote:Originally posted by aircraftkiller2001: quote:Originally posted by Seagle:Why not?You could at least release the meshes for the mutant lab...I could, but I'm not going to.The reasons are simple: I haven't seen anyone dedicated enough to this game who would actually put them to good use.You show me some map maker(s) who have done more than like three maps which don't suck ass (AllGusto), and I'll release the Mutant Lab to the public. I refuse to release things that won't be used properly.My maps sucks ass because I'm not good at creating. I can model like the devil but I can't design. All my maps I have thought of are kind of like walls. Though I am making one that is promising. If I had better ideas my maps would be good. The best thing I have thought of is a DM space station. I seem to like fighting on narrow over head walkways. My promising map is called C&C_Tiber_River. Tiberium was named after the Tiber River where it was first dicovered. It probably wont be complete for a while. I have a lot of testing to do. It just feels kind of emty. It's only about 6000 polys right now and probably wont get bigger than 8000. I've been very conservative. Both bases have so many over head walkways it looks like a metropolis.