
Subject: Been a while since any new map came out...
Posted by [Blazea58](#) on Sat, 08 Jan 2005 11:44:10 GMT
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Thanks for all the compliments, i never knew people thought of me as a good mapper/modeler, i just do my own thing and wonder off into the world of different possibilities.

I never really liked Cnc style all out war as to why i started such a huge map like this. This is supposed to be something similar to Gta San Andreas, in the sense that almost every model i have done is made to be like the ones in the game, and the textures on the other hand are not exact but all the signs i have tried to create on my own simulating the same look as it does in the game also.

Everything is low in polygon, but thats because the actual map itself is 2000 metres square, and has sidewalks with intersections that are either 3 way or 4. There is atleast 30 intersections, and the roads if they were sraight would run over 10,000 metres.

There is sitll quite a bit of work to do, as to why i kept this at the modding forums, which has the least traffic there. Either way, im fully confident and i know this map will get finished.

Exdeath will be helping out with the Level edit, and he has already boned a ton of extra vehicles to add to the map. Icedog will be adding noise, and other great effects to the water, so the terrain wont look repetative.

Well that about sums it up. I do plan to have a beta within next week, its the textures alone that i never thought i would ever need to make from scracth. (Blame internet for charging 500\$ for 150 textures)

Here are a few pics of the latest textured things.

This Itself is the map design. This is an earlier picture when i had no buildings on it, but either way it has no textures , as to why i was keeping alot of it under wraps for a while, but atleast you can see the layout this way.
