
Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [htmlgod](#) on Sun, 27 Nov 2005 19:27:14 GMT

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Well, I took some time to try this map out, and I can definitely say that it is a great improvement over your previous projects. It's almost playable to the point of being worth distributing to large public servers that run fanmaps. However, you definitely have some room for improvement. For example, a lot of your textures are mapped poorly. Specifically, they tile far too little. If you take a look in the tunnels underneath the mountain, the ground is diamond plating, which is a kind of metal tread, but on your map, the individual treads are about 2 feet long, when in reality they should be about an inch long. You have similar scaling problems in modeling; the tunnels, which should be appealing to both infantry and vehicles, would, in large games, just turn into a sniping hell, because there's nowhere to hide and the hallway is so wide and straight that you might as well be on a shooting range; nothing other than a good sniper would stand a chance of getting anywhere worth being in the tunnels. In general, congratulations on your improvement, and I hope you keep it up. Also, as you continue to fine tune your mapping skills, try playing around with some other things, such as balancing or presets. For example, many mappers improve the appeal of the recon bike by altering its physics - giving it a negative lateral movement arm causes it to lean into turns. Smaller tweaks like this will make your maps much more enjoyable, once you perfect the general modeling and texturing to making a good map.
