
Subject: Re: crazy map im making

Posted by [Halo38](#) on Wed, 16 Aug 2006 09:15:30 GMT

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the17doctor wrote on Tue, 15 August 2006 06:43Sn1per74(2) wrote on Mon, 14 August 2006 21:20You could have the land with all collision attached to it, the floating island things. Then have an invisible plane with just vehicle collision on it so it would look as if the vehicles were floating.

already done that

Halo38 wrote on Mon, 14 August 2006 22:09the17doctor wrote on Mon, 14 August 2006 11:49
i will probably take it a bit further.

what do you suggest i add to it?

it's not about just adding stuff to it personally i like to see a style or some ideas to come across in the visual look of a map

C&C_bio has a dirty feel to fit the theme of bio tech centers and tiberium monsters

in C&C_tropics the environment feels very vast like it really is set on a small island during a tropical storm.

an C&C_ancients has a mysterious feel to it

Do you think you can modify your map to fit a theme or make it 'feel' like it's not just a bunch of mesh and texture??

i have no idea how i'd do that...

The more you do it the easier it gets

first think of the environment that you wish to create draw sketches or copy reference images

ask yourself questions, think of how the environment will look, how will it sound, how will players feel when they play it..

and the best way of all is to ask yourself "why does this suck?" i do it all the time lol

the floating islands environment i'm imagining would be large and airy i would use various wind sounds for different floating islands depending on what was on them, when jumping from small rocks to other small rocks the player would feel in a bit of a precarious situation so I would increase the volume of the wind making it sound stronger to increase the tension of the situation

There are some ideas to get you thinking
