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Subject: Re: My new project

Posted by [Blazea58](#) on Wed, 03 Jan 2007 07:32:01 GMT

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Good to see your back and inspired to work on the ren mapping again. However the community right now seems like they all want the "next best thing" and the map itself doesn't seem to bring in any new things to the game. The map concept itself seems to be decent, but the overall design (yes i know its mostly placeholders) is lacking. Terrain is one of the largest aspects i look at, and all i see right now is a bit of mesh smoothing and pulling segs around.

Terrain should look alot more real, and if that were what i was using i would have started by just extruding a small 1x1 plane rather than dropping a big plane with segs already. Either way its a decent start and the concepts are what stick in your head the longest so i give you credit for still posting anyways what you have.

For your tiberium i would suggest you just make some low polygon crystals as the old flat texture method IMO is getting old, and renegade can handle alot of polygons. With those you could have environment reflect so you would only need some simplistic green textures to start with.

Otherwise if you have photoshop get "Filter Forge" Which has a bunch of filters you can create stuff closely similar and combine with eachother to get something just perfect. Here is a quick example.

This ones done with reflect of course, but you could try different things and id bet you can get something by far better then the old ren tiberium.