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Subject: Re: My new project

Posted by [Cpo64](#) on Wed, 03 Jan 2007 09:13:31 GMT

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Blazea58 wrote on Wed, 03 January 2007 02:32 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.

Not really sure what you mean, could you provide an example, or explain it differently?

Blazea58 wrote 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.

Intresting idea, is there a way to create a crystal garden effect without huge amounts of copying and pasting?

Blazea58 wrote 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.

(images removed)

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.

I'm assuming I could find "Filter Forge" on google? I'm not very good with photoshop, however your ideas are inspiring, are there any tutorials that would replicate closely to what I would be looking for? I like the third one you had, looks like cracked dried earth, sept crystalline, would there be a way to add a bumpmap to it to give it a 3d appearance?

To dthdealer: Thank you for your encouragement, however I already have plenty of plans for the buildings, as stated, the current boxes are place holders, I was using them to test that I could block off the draw distance limit, and to get a rough idea of placement.

Recreating the formations in this image would be awesome but that may be beyond me.

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