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Subject: Re: My new project

Posted by [Jerad2142](#) on Wed, 03 Jan 2007 15:39:22 GMT

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dthdealer wrote on Wed, 03 January 2007 01:00finally, someone whom decides to make a city map instead of some mountain pass. you need a medal

but building boxes??? ok, a list is kinda rude seeing it's your map, so call it possibilities

- 1.roofs/some sloped and overhanged
- 2.indents in some for doors (and door textures)
- 3.chimneys with emmiters
- 4.more shape/some buildings are a few floors, then simply have a smaller building base ontop which goes up etc
- 5.longer and curved buidings, maybe some joined with alleyways
- 6.stairs or ladders to the top of some
- 7.bridges from some roofs to others
- 8.insides (takes ages, so only do a few models and then merge them)
- 9.if you are really good, animate collapsing roofs, walls and stuff

either way you still need a medal for 3d bravery.

He did say that the buildings were only place holders.

Secondly, be careful with the reflection stuff, I have found that scripts 3.1 can really mess with stuff (makes the object to bright, or if there are to objects with the second pass of add and they are really close to each other they can be seen thought each other.

Oh and for stage 1 mapping environment is used for box like objects WS environment is for more rounded objects.

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