
Subject: Re: C&C_D-Day_AI_Co-Op.mix

Posted by [GEORGE ZIMMER](#) on Thu, 08 Oct 2009 08:26:19 GMT

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Ok, firstly, that looks awful. Now that we've gotten that out of the way, let's delve into WHY it's awful.

1: TOO. MUCH. STRETCHING. The canyon walls (I hope to GOD they're canyon walls and not metallic or some BS) look awful.

2: You clearly just took a plane, made it 100x100 or so, and then soft selected (Maybe not even that) some vertexes up and down. If you're going to do that, ATLEAST make use of X and Y coordinates...

3: The shore looks way too boxy. Seriously, what kinda shore is gonna look like that? This isn't 1992, work on aesthetics a little.

4: That is NOT how you do water. What you want to do is make the island first, make a little bit of a sea floor, then extrude off of the island (preferably all on the same Z coordinate unless you want your water to look stupid), then detach said extrusions and turn that into the water. It'd be a good idea to add in some alpha blending near the shores too, so you'll definitely need to extrude for that part.

5: The general concept looks bad. Why does GDI start there? Why does Nod get an obelisk rather than a plethora of turrets?

And there's the whole question as to how GDI will get around to the Nod area. Are they going to go around that badly stretched wall or something? That'll only lead to camping galore.

6: Don't place buildings until you're done with the map. It's usually a good idea to not plop them down anyway. You'll want to make cuts in the terrain BEFORE adding the buildings, or else you'll have texture collision galore.

Normally I'd cut you SOME slack, but it's not like this is your first time. Look up some more tutorials.

Incase you don't know the link: <http://renegadehelp.net/index.php?act=tutorials&id=286#291>

I'm tempted to make a similar map myself except better just to show you what something like that SHOULD be like.
