
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sun, 31 Jul 2011 04:00:30 GMT

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I had written a note to myself when I was fleshing out the GDI base. I wanted to make the base look more realistic, so I've added street lamps and concrete blockers (vertex matched so the light flows over them, instead of through them) and fixed the sidewalks on the road so that they're raised correctly instead of being mini-ramps. The base also has parking lots, directional arrows, warning signs painted on the ground, etc... I will probably put all of the buildings on a sidewalk like I have for most of them, except for the Weapons Factory and Repair Facility. The WF being so close to the road will make a .5 meter difference instead of a .25 meter height difference, which would make it unhoppable by vehicles.

Here's the layout of Hammerfest with the new sidewalks, lamps, cargo, etc:

A close-up shot of the street lamps I've designed. I was originally going to use nothing but Renegade textures for it, then realized that it would look terrible because there are no textures in Renegade that could give the same detail that painting a custom map in Mudbox could. So I spent a few hours yesterday modeling it and painting it in Mudbox, and here we are. It has a reflective glass lens, with a glowing mesh to simulate the light and some dust geometry that has a material which simulates flies and moths buzzing around it.

I noticed someone had complained about the Advanced Communication Center's dishes. I found the dish texture that they were originally calling for. It apparently only exists inside of one of the zip files that Mike Amerson sent me 9 years ago. They are now modeled to fit the texture and look a lot better.

Here's another close-up of the GDI base. I didn't feel that the Repair Facility needed a sidewalk for obvious reasons (It's a vehicle repair facility!). The structures that do have sidewalks will likely have some decorative foliage to adorn them. Even military bases have some kind of landscaping.

When you come out of the ore mine that leads to the GDI base, the first thing you see besides the AGT and Guard Towers shooting at you is this:

I'll need some gameplay testers within two weeks so I can start figuring out if infantry need some kind of access to each base that can bypass the base defenses.
