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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Sun, 07 Aug 2011 15:47:53 GMT

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First thing to note, this isn't a gameplay test. I've mentioned that before! I'm just looking for problems with geometry, textures, etc. When it's more "complete" is when I'm going to attempt to get some games scheduled. Also, the texture missing on the Tiberium? My mistake - I was compressing a shit ton of textures last night and must have missed the diffuse map for the Tiberium. It's split into two, one for emissive, one for diffuse.

I prefer the ice having a faux specular effect. It feels more like ice, and less like a texture. Worthy of note is that I forgot to add the second revision to the emis file that contains all of my extra geometry. I had given more trees to the front of the Nod base, especially next to that rocky patch of ice. It'll be fixed next time.

Keep in mind the time of year that this is set in: It's early spring in Norway. The ice is melting, grass is growing, and things are slowly coming back to life. And Nod's trying to get in GDI's grill.

Mauler: There's a lot of things that I haven't really focused on with the Nod base, but thanks for pointing that out. I'll fix those problems in the next release. Regarding the camera-oriented bushes, I can fix those with a tool that will work with scripts 4.0. I definitely don't want to put in bushes with extra polygons - this thing has so much instanced geometry that I'm afraid of adding any extra details like that.

Oh, and the river is probably going to be impassible to vehicles. That leaves a two ways to get into the Nod base - over the main road, or by taking the side road that snakes along the mountains.

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