
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [Blazea58](#) on Mon, 03 Oct 2011 01:14:25 GMT
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Quote:I'd set the tiling for the rocky texture to be a lot larger, so that it accentuates the detail of the mountainside instead of obscuring it.

The main reason i kept it all tiled the same uvw, is so the textures blend seamlessly, instead of just ending suddenly which gives it a repetative straight edge look.

Quote:I would also roughen up the side of the cliffs manually, without modifiers, so that you can get a more interesting effect.

I guess thats true, i will roughen it up more.

Quote:You should look into creating your own set of trees.

I did make these, but using the renegade textures for the bark and pine leaf, there is 5 unique trees, i just wanted to keep the polygon counts lower for those. They range from 350-550 polygons each.

Quote:If you can't, or can't spend the time, I give you permission to extract my trees from Fjords and use them if you'd like to.

How many polygons are the ones from fjords? I would like to use them, and thanks for the offer, but at the moment i think i may stick with more basic ones because i didn't want to overly clutter the map.

Quote:I'd like to see more foliage on this level. It's not dense enough.

I was thinking of adding more plants, but i still have to create better ones and more variety, still looking for better textures.

Quote:I would also edit the terrain on the ground, give it hills and depressions.

I think ill do that then, as well as adding in two more dirt roads along the upper paths.

Quote:Use the Tiberium to create more interesting effects. Box off infantry from certain areas. Make them pay a penalty to access a premium sniping zone by having to cross over a Tiberium field to do it. This needs more cover. Add rubble, garrison-able civilian structures, rocks, etc.

I guess i will untexture it and re-work it alot more. I will add more locations for the tiberium, the main reason i have 2 sqaures of it, is because i was going to plop the tiberium silos on those spots.

Thanks for the comments and suggestions, i will try to improve it more, but i do want the polygon

count in the lower ranges, it's already at 28,845.
