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Subject: DM\_Ancients

Posted by [Halo38](#) on Tue, 31 May 2005 22:13:39 GMT

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This map is set in an ancient temple.

I created this map by taking inspiration from architecture created by ancient civilisations, such as Egyptian, Roman and Mayan, Also with Greek and even medieval influences.

Careful attention has been given to lighting to create atmosphere, space and focal points throughout the temple.

The musical score is taken from the movie Water World titled Enola swims. Although it isn't exactly music-to-kill-to it creates an atmosphere that blends well with the maps visuals.

Download it here

Enjoy

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Subject: DM\_Ancients

Posted by [laeubi](#) on Tue, 31 May 2005 22:14:42 GMT

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Very cool and Welcome back!

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Subject: DM\_Ancients

Posted by [Aircraftkiller](#) on Tue, 31 May 2005 22:31:25 GMT

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That doesn't look half bad at all. I like it, it's a big improvement over the crud you made before.

Try giving the ivy 10 segments and use the twist modifier on them, make them look more "growth" and less "limp dick" so that it feels more alive. Try and do more with the ivy, too; hang it from point to point so it stretches around, make it climb up the pillars, etc...

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Subject: DM\_Ancients

Posted by [Cyber030](#) on Tue, 31 May 2005 22:50:15 GMT

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Very nice work. The temple gives a sense of peace, meditation, and beauty. This must have taken weeks to do.

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Subject: DM\_Ancients  
Posted by [glyde51](#) on Tue, 31 May 2005 22:59:21 GMT  
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Wow, looks awesome.

[http://www.trielite.net/downloads/CnC\\_Renegade\\_Maps/CnC\\_DM\\_Ancients.zip](http://www.trielite.net/downloads/CnC_Renegade_Maps/CnC_DM_Ancients.zip)

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Subject: DM\_Ancients  
Posted by [M1Garand8](#) on Tue, 31 May 2005 23:29:26 GMT  
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Subject: DM\_Ancients  
Posted by [csskiller](#) on Tue, 31 May 2005 23:33:10 GMT  
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reminds me of the goldeneye temple

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Subject: DM\_Ancients  
Posted by [Naamloos](#) on Tue, 31 May 2005 23:53:28 GMT  
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Nice screens. \*downloading\*

Edit: Wow! Great map!

I really like the way you made it, the music fits nice in it too! But like you said not really music for a game like renegade.

It reminds me of some adventure/MMORPG games.

The only thing I have to say is about the water, it doesn't look too real, both animation and texture itself (maybe you should have made it a little light blue, just my opinion) look a bit bad compared to the rest of your map.

The fountain healing players is nice too

And i even got lost for a minute in there, and that's nice for a DM map!

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Subject: DM\_Ancients

Posted by [tooncy](#) on Wed, 01 Jun 2005 00:20:18 GMT

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Astounding!

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Subject: DM\_Ancients

Posted by [icedog90](#) on Wed, 01 Jun 2005 04:20:54 GMT

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That is some nice modeling there. When I first glanced at it I didn't think it was Renegade.

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Subject: DM\_Ancients

Posted by [YSLMuffins](#) on Wed, 01 Jun 2005 05:35:03 GMT

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Incredible. I'm taking a closer look now...

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Subject: DM\_Ancients

Posted by [lmdgr8one](#) on Wed, 01 Jun 2005 05:39:36 GMT

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Wonderful Halo, you've gotten me to play renegade again.

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Subject: DM\_Ancients

Posted by [YSLMuffins](#) on Wed, 01 Jun 2005 05:53:58 GMT

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I could never come up with something like this lol. I'm truly impressed. Indeed, it doesn't look like Renegade at all. I love it. Reminds me of a first person Age of Empires or something like that.

My only qualm is that the water looks really funky. It might just be my video card but the bump mapping or whatever just doesn't look like it should, I suspect. The water should animate like Islands, right?

Nonetheless, 10/10! :thumbsup:

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Subject: DM\_Ancients  
Posted by [tooncy](#) on Wed, 01 Jun 2005 15:37:09 GMT  
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Just played it and WOW! Everything is perfect on this map, the architecture, the atmosphere, the lighting the sound, I could go on and on, it's all done great. This is probably one of the best maps that I've ever played for renegade.

11/10

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Subject: DM\_Ancients  
Posted by [Renardin6](#) on Wed, 01 Jun 2005 21:41:36 GMT  
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Did you create all those textures or got the stuff from another mod/game ?

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Subject: Re: DM\_Ancients  
Posted by [Fabian](#) on Thu, 02 Jun 2005 13:46:07 GMT  
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It made me fire up Renegade again. Great job.

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Subject: Re: DM\_Ancients  
Posted by [warranto](#) on Thu, 02 Jun 2005 22:52:53 GMT  
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Wow.

Great job with this one. Even though the music doesn't "get you in the mood to kill", it's just as dangerous. It's quite easy to become lulled into a false sense of security by listening to it, only to be jolted awake when you turn the corner to be greeted with a hail of bullets.

My only suggestion, though it's not a big one, is that the pillers in the "pond" area should have allowed you to use them as a short cut to the other side. Not a big thing, but an interesting feature (I think) to consider.

(And hey, if it impresses Aircraftkiller, it MUST be good )

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Subject: Re: DM\_Ancients

Posted by [Halo38](#) on Fri, 03 Jun 2005 00:23:11 GMT

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Renardin6 wrote on Wed, 01 June 2005 17:41 Did you create all those textures or got the stuff from another mod/game ?

Of the top of my head the outside part has a few unmodified renegade textures and the water texture (both pools) is from C&C\_Islands (water\_caustic\_gridmike.dds), The walls of the lower part of the temple uses a quake texture as it's base.

All of the mesh and all the other textures have been created by myself using photos I took myself or ones found on the internet.

I used the images and textures I gathered and the tools in photoshop to create what you see.

Like...

ren textutre, l10\_wall1.TGA

+

The Rosetta Stone (I think it was this one)

+

some statue in a wall

+

Photoshop tools, filters etc...

=

Simply put

Edit: Thanks for all your comments

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Subject: Re: DM\_Ancients

Posted by [glyde51](#) on Fri, 03 Jun 2005 00:31:53 GMT

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Now THAT is creativity.

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Subject: Re: DM\_Ancients

Posted by [Renardin6](#) on Fri, 03 Jun 2005 00:32:21 GMT

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that's really nice!

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Subject: Re: DM\_Ancients

Posted by [flyingfox](#) on Fri, 03 Jun 2005 01:09:29 GMT

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It's quite an achievement and a good mix of geometry and texturing skills.

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Subject: Re: DM\_Ancients

Posted by [cmatt42](#) on Fri, 03 Jun 2005 02:03:44 GMT

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I've played this map earlier today, and just, wow. It's the best map I've seen in a long time of ANY gameplay mode. However, I can agree that the vines could be made less flat-looking.

Great job.

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Subject: Re: DM\_Ancients

Posted by [Mick](#) on Fri, 03 Jun 2005 06:26:11 GMT

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Outstanding stuff.

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Subject: Re: DM\_Ancients

Posted by [Nightma12](#) on Sun, 28 Aug 2005 08:17:50 GMT

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<Deleted>

soz, didnt relize!

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Subject: Re: DM\_Ancients

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Posted by [Jokah](#) on Sun, 28 Aug 2005 08:41:53 GMT

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Bumping an old thread competition?

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Subject: Re: DM\_Ancients

Posted by [Lijitsu](#) on Sun, 28 Aug 2005 08:43:33 GMT

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Nightma12 wrote on Sun, 28 August 2005 04:17want me to host this map?  
BURN! BURN FOUL MAN, BURN! BUURRNN!!

Fuggin thread bumpers.

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Subject: Re: DM\_Ancients

Posted by [Halo38](#) on Sun, 28 Aug 2005 18:17:17 GMT

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Nightma12 wrote on Sun, 28 August 2005 04:17want me to host this map?

feel free

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Subject: Re: DM\_Ancients

Posted by [Dante](#) on Thu, 08 Sep 2005 06:21:30 GMT

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Even got me to fire up Ren, looks good, water as always in Ren leaves something to be desired, but over all, damn well done, good use of textures for the environment, and doing what you can.

I would try to apply "some" bump mapping, but thats just personal taste.

Good work overall.

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