
Subject: Map Making - Inspiration Thread
Posted by [Halo38](#) on Thu, 31 Aug 2006 15:18:54 GMT
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Hi all,

I play often on fan maps, seeing fan maps that are often just combinations of different textures on different sized boxes slowly depresses me. So I'm making this thread and updating it fairly often when I come up with new ideas to hopefully inspire the people still making maps.

You'll need to click the links to see anything bigger than 800x600

I'll start with a...

snow and ice based environment:

Dwarf Trees

<http://www.beringia.com/climate/images/permafrost-drunkfores t.jpg>

small "dwarf" trees are common in siberia and could be used in an interesting infantry only area to fight among also notice the contrast between the dark trees and the light sky - feels quite erie - also consider other plants with 'stunted' growth

Tunnels

<http://www.steinborn.org/gifs/alaska2/tuk-icehouse-permafros t.JPG>

Underground tunnels could be filled with Icicles - again could be used to hide behind - makes the user interact with the environment and it's better than just a straight tunnel

Glaciers

<http://www.chikyu.ac.jp/shiraiwa/glacier/glacierphoto/Siberi a/Siberia.jpg>

glaciers in siberia - back ground hills like this could be easily modlled and textured and provide an interestinly contrasting back drop to a map

Crystals

<http://www.thulebageren.dk/gallery/permafrost%20crystals.JPG>

Notice the shape of these permafrost ice crystals you could use a similar shapes in the textures on cave walls perhaps blended in maybe, adding in actual models of ice crystals in this type of shape to enhance their presence.

Cut away hills

<http://seagrant.uaf.edu/news/04ASJ/images/permafrost.jpg>

more dwarf trees by a river - but notice the sharp drop from the top of the hill to the river - you usually see this where a glacier has passed (over a very very long time) and cut its way through the hills I'd assume due to the permafrost the hills don't erode away easily and often retain their shape.

<http://www.gi.alaska.edu/snowice/wedge.gif>

Another hill side carved out by a glacier - note the shape of the wall and the texture

Permafrost mounds

http://www.kennislink.nl/upload/135320_962_1124311347304-permafrostMethaanG.jpg

better than a flat plane

Threatening hills

http://www.awi-bremerhaven.de/www-pot/geo/geopics/paleoperm1_A.jpg

Notice the sharp lines in these cliffs giving them an almost threatening feel complimenting the harsh environment

Over hanging cliffs

<http://www.yukonheritage.com/Sign/00images/00dempsterslumpicicle.jpg>

Note the over hanging cliff and icicles with dead/dying grass on top - also looks quite threatening

Man made structures

<http://tapseis.anl.gov/guide/photo/images/BLMAKMA660.jpg>

man made structures like pipelines also add to the environment while also being easy to make with much repeatable geometry and textures - the vertical lines in this pipeline also compliment the vertical lines of the trees in the background.

Mystery

<http://www.agsconsulting.com/images/misc002s.jpg>

and finally an abandoned log cabin also can give your map a bit of mystery

Thats all for this one feel free to debate/comment or request ideas on certain types of environments, I hope this inspires you to create something wonderful!

Stickyng this because I love this idea--YSL

Edit: lol, I though it was deleted at first when I couldn't find it ty YSL

Re-stickied for two weeks. --YSL

Subject: Re: Map Making - Inspiration Thread
Posted by [Halo38](#) on Thu, 31 Aug 2006 15:22:08 GMT
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Floating islands based environment

http://rogerdean.com/images/FI_15_01.jpg

with low gravity soilders aswell as flying infantry jumping from floating rock to rock? zen in half-life maybe? think how this would effect the current use of weapons in ren if a beacon was planted would troops fly around rocky caves around the base of the floating island to locate it

quick concept

<http://www.n00bstories.com/image.fetch.php?id=1014056135>

Maybe you could take the fantasy idea a bit further

<http://www.rpgamer.com/games/atelier/aiem2/art/aiem2art011.jpg>

or

http://www.nearworlds.org/gallery/terrigen_floating.jpg

Good luck, go develop some great ideas

Subject: Re: Map Making - Inspiration Thread
Posted by [Halo38](#) on Fri, 01 Sep 2006 16:55:04 GMT
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Shipyards - Harbour - Dock environment

Here's my take on elements you could focus on when making a dockyard environment

You'll have to click the links now as I'd rather they not get removed due to too much hot linking.

Cranes:

http://grail.cs.washington.edu/projects/office/dewey/china/photos/shanghai/shipyard/cranes_m.jpg

These structures could be appealing to snipers - note the way they dominate the sky line and their rusty appearance - rust is always a common sight in dockyards so adding rust to your textures will add to the feel of your map.

Crane and Scrap

<http://grail.cs.washington.edu/projects/office/dewey/china/photos/shanghai/shipyard/crane.jpg>

Here is an excellent high-res reference of a crane notice the rusty, desaturated and dull appearance - the scrap around it adds to the environment visually and gives players something to sneak around.

Shipyard workshop - warehouse

http://mk23.image.pbase.com/u30/leojmelsrub/large/19106357.D_SCN0767.jpg

http://content.answers.com/main/content/wp/en/3/3b/Compressed_gas_cylinders_mapp_and_oxygen_triddle.jpg

large warehouses seen here can be made to have repeatable geometry (as we as textures) notice the concrete pillars on the left and frame work can all be easily repeated after you have made one - giving more detail in your map with less work and it looks pretty good too. - the objects found in such work shops are usually large and geometrically shaped like the large green machinery on the right of the top image and compressed gas cylinders remember golden eye? - <http://goldeneye.detstar.com/beta/stackedtanks.jpg>

Dry docks

http://www.shipyard-leda.hr/images/Launching/Launch%20bg/DSC_03098.JPG

Imagine running around under a ship in a dry dock shooting at your enemies the supports have been damaged a lot suddenly there is a creek a crack and the ship collapses on top of you! - this type of event is easily created and animated in game with a damageable model (like the falling sand bags found in level edit)

Docked ships

http://www1.istockphoto.com/file_thumbview_approve/559970/2/istockphoto_559970_docked_ship.jpg

<http://www.canalmuseum.com/canalphotos/ships-19.jpg>

<http://jonesacthelp.com/images/Ship%20at%20Sea.jpg>

Placing docked ship models around the harbour will look better than just having a ocean extending out to the horizon, with docked ships you could also allow players to climb aboard and explore them placing container crates and other objects on the decks to add to gameplay and detail - you could also place the ships models in the distance out at sea to add to the environments visual detail.

Shipping Containers

<http://www.katrinadestruction.com/images/d/12794-2/new+orleans+shipping+containers>

<http://www.marinefirefighting.com/Images/Familiarization/Container%20ship%20heavy%20load.jpg>

these could be used to easily create maze like environments and being soooooo easy to model there is no excuse not to make something interesting out of them.

Vehicles

<http://www.almc.army.mil/alog/issues/JanFeb03/Web%20photos/M829%20Sidebar%20Photo.gif>

You could even make a fork lift truck that players could drive around running other players over

Usable Cranes

<http://nevadanorthernrailway.net/images/Steam%20Crane/Steam%20Crane%202.jpg>

Cranes like these could be used by players to interact with their environment they could be set up as vehicles or turrets and have their animation collision mode set to Kill - you could also model a wrecking ball on the end if you preferred.

Gone in 60 seconds

(couldn't find an image)

Remember the last car chase around the docks under construction? could provide some inspiration too... possibly some exploding compressed cylinders?

This type fan map environment as never been done for renegade in 'great detail' before? could you be the first?

Have fun

Subject: Re: Map Making - Inspiration Thread
Posted by [jnz](#) on Thu, 07 Sep 2006 15:14:05 GMT
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is there a way to stop poeple from going off the side of the map exept using mountains, walls or water?

this has inspeired me to create a map

Subject: Re: Map Making - Inspiration Thread
Posted by [LR01](#) on Thu, 07 Sep 2006 15:19:03 GMT
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invisible wall!!!! (I never use this)

trees?

Subject: Re: Map Making - Inspiration Thread
Posted by [Halo38](#) on Fri, 08 Sep 2006 19:49:46 GMT
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yes, an invisible wall is often used to prevent players falling off a map or bridge etc... If you play C&C_Field you will notice there are invisible walls near the water fall to prevent you falling, but these were removed from C&C_Field_TS - here is how you set them up

imagine the grey box is your ground mesh and the blue plane is your invisible blocker. with these settings you will still be able to shoot through the plane.

Subject: Re: Map Making - Inspiration Thread
Posted by [Halo38](#) on Fri, 08 Sep 2006 21:30:44 GMT
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Considerations When Making Tunnels

Most fan maps contain tunnels of some sort and more than often these tunnels are very bland and lack detail, so here I will explain how a little bit of extra work goes a long way

See my map C&C_Bio to see how I created tunnels that while being graphically detailed also encourage players to interact with them by placing objects that players can hide or take cover behind.

Service Tunnel 'A'

<http://matt.wandel.ca/tunnels/verylong.jpg>

This industrial looking tunnel has lots of repeatable features the support brackets on the right and the pipes which extend all the way to the end - notice the cables lining the left wall are not perfectly straight adding realism and that normal imperfection that is seen in real life - I mention this real life imperfection as it very easy to just make a few cylinders and extend it to the end of the tunnel without thinking about kinks and slight bends that make the cable more realistic.

Service Tunnel 'B'

<http://matt.wandel.ca/tunnels/thegrid.jpg>

http://www.fuzzums.nl/~loesje/tunnel/tunnel_noord.jpg

These tunnel also shows repeatable features that could also be easily made in 3d and copied, also notice the extreme light and extreme dark in these images turning your ambient light and sun light off will enable you to light an environment exclusively with your own point lights much like this, if you have ever played or seen "Splinter Cell" you will be aware of the drama that you can give to an environment with clever use of lighting (I will most likely mention lighting in general another time)

Rocky walls

http://www.oregon.gov/ODOT/CS/SSB/images/tunnels/mosier_constrct.jpg

The walls seen here are quite jagged and stick a lot this type of detailing could be easily be used to hide other tunnels in your cave systems. This makes the environment that little bit less predictable, as anything could come from any where.

Breaks in your tunnel

http://englishriverwebsite.com/LewisClarkColumbiaRiver/Images/mosier_twin_tunnels_bicyclist_2005.jpg

<http://www.sgtowns.com/photos/images/chiangmai/tunnels.jpg>

Here we can see that a tunnel ends and a new section begins there is no clear turning left or right so it seems pointless at first, but breaks like this can help open up an otherwise claustrophobic environment. This feature can also give you new possibilities when it comes to light too, a bridge could also be used to connect the two tunnels. Also note the repeatable framework of the tunnel walls. In the second image you can also see green plant life growing on the floor and leaves creeping in from the outside linking the visuals in the tunnel with the outside world.

Tunnels without walls

<http://www.roadsage.com/images/kauai/tunnels.jpg>

Here we see that a tunnel is created not by using walls but overhanging trees and other vegetation invisible blockers can be used to stop players walking too deeply into the vegetation

Arches

<http://www.campsci.com/museum/images/45g.jpg>

Easily made These also give you the opportunity to make extra tunnels where you like

Different types of Tunnels

And just to get your creative juices flowing here are some different types of tunnels that grab my attention.

<http://kaedrin.com/fun/images/corridor.jpg>

http://www.sealife-timmendorf.de/pi_foto010.jpg

<http://www.opacity.us/images/db/12/60/0000002050.jpg>

<http://www.oxford-chiltern-bus-page.co.uk/upload030705/Gerrards%20Cross%20Rail%20Tunnel%20Dennis%20Troughton.jpg>

<http://www.minispace.co.uk/blog/images/tunnel.jpg>

http://www.berge.ch/berge_az/t/tunnel/tunnel.jpg

<http://www.arrakeen.ch/usamex/111%20%20small%20tunnel%20thru%20the%20rock.jpg>

<http://www.mabot.com/images/2000/n5/0002-1911%20stairway%20at%20end%20of%20tunnel.jpg>

<http://www.nci.org/05nci/09/iran-tunnel-photo-091605.jpg>

[http://www.alaskarails.org/potw-archive/2006/RH_moody-tunnel .jpg](http://www.alaskarails.org/potw-archive/2006/RH_moody-tunnel.jpg)

http://www.hoermann-bc.de/palma_bilder/Marcos%20y%20Cordero%20%20Tunnel%20Nr%2012.jpg

Subject: Re: Map Making - Inspiration Thread
Posted by [futura83](#) on Fri, 08 Sep 2006 21:33:34 GMT
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help-linux wrote on Thu, 07 September 2006 10:14 is there a way to stop people from going off the side of the map except using mountains, walls or water?

this has inspired me to create a map

water cant stop you, it is the invisible wall method used for that

(there is some on under in nods base)

Subject: Re: Map Making - Inspiration Thread
Posted by [LR01](#) on Sat, 09 Sep 2006 08:25:12 GMT
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making detail on a tunnel isn't easy

Subject: Re: Map Making - Inspiration Thread
Posted by [Halo38](#) on Sat, 09 Sep 2006 15:02:03 GMT
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LR01 wrote on Sat, 09 September 2006 04:25making detail on a tunnel isn't easy

Thats why I made a post to explain ways of going about the problem of detailing a tunnel

3D Tunnel Example

Here is a 3d example this took me 18 minutes to make. I made and rendered it in 3dsmax but the mesh uses the same principles as gmax

Things that could be done to improve this would to add some 'clutter' leaning up against the right wall to break up the line that is created where the wall and the floor meet, and a few crates for players to use as cover, also you will notice that there is a hole in the roof of the tunnel at the end of the corridor I also should of placed some debries from the roof on the floor underneath the hole

Here are close up shots of the elements that were modelled once and copied they are very simple but when replicated are very effective when detailing your tunnel.

<http://i97.photobucket.com/albums/l237/paulchettle/tun02.jpg>
made from a box, and copied

<http://i97.photobucket.com/albums/l237/paulchettle/tun03.jpg>
made from a box, copied, attached and welded together

<http://i97.photobucket.com/albums/l237/paulchettle/tun04.jpg>
made from a box, and copied

<http://i97.photobucket.com/albums/l237/paulchettle/tun05.jpg>
made from boxes and cylinders

Thats all i'm saying in general on tunnels, moving on to something else soon.

Subject: Re: Map Making - Inspiration Thread
Posted by [LR01](#) on Sun, 10 Sep 2006 07:42:31 GMT
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I most thank you for this, it really helped me making a better tunnel
(without this my tunnel would just be a box)

Subject: Re: Map Making - Inspiration Thread
Posted by [R315r4z0r](#) on Fri, 22 Sep 2006 00:36:36 GMT
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Yea, That is something that doesn't just make tunnels easier to make, it makes things like buildings easier too.

Think of it as building with blocks (except you design your own blocks before you start to build)

Make a bunch of pieces that would look good when placed on top of each other, and by a series of copying and pasting... you can build something really cool.

Subject: Re: Map Making - Inspiration Thread
Posted by [XSilent0X](#) on Tue, 26 Sep 2006 12:21:51 GMT
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Here are some more Inspiration Pictures,

Subject: Re: Map Making - Inspiration Thread
Posted by [PaRaDoX](#) on Fri, 29 Sep 2006 20:41:30 GMT
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not detailed and a little out of date, most of the real details will come form scripts 3.0... so keep an eye out :3

Subject: Re: Map Making - Inspiration Thread
Posted by [LR01](#) on Sat, 30 Sep 2006 08:04:51 GMT
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Is that for Renegade?

Subject: Re: Map Making - Inspiration Thread
Posted by [Mad Ivan](#) on Mon, 02 Oct 2006 15:05:46 GMT
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YSL, Sticky please

Paradox, that render is in 3ds max, right?

Subject: Re: Map Making - Inspiration Thread
Posted by [LR01](#) on Mon, 02 Oct 2006 16:22:49 GMT
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I can't image that that is done in Gmax, and if its done, it would take way more time then in 3ds max

Subject: Re: Map Making - Inspiration Thread
Posted by [Blazea58](#) on Wed, 04 Oct 2006 09:17:58 GMT
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This topic actually helps quite a bit to get inspiration and motivation for other projects as well as ren ones. Some really good tunnel pictures you got posted here which has now given me alot more ideas on creating more complex designs without using too extreme of an ammount of polygons etc.

Figured i would try at making one of those pics posted since it looked really cool.

Tried a similar version as this pic here,though not exact lol.

<http://www.minispace.co.uk/blog/images/tunnel.jpg>

And remember, renegade isn't shy with tons of polygons as i have noticed recently with some tests.

Subject: Re: Map Making - Inspiration Thread
Posted by [nopol10](#) on Wed, 04 Oct 2006 12:35:25 GMT
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blazea, what was the frame rates when you ran the map?

Subject: Re: Map Making - Inspiration Thread
Posted by [Zion](#) on Wed, 04 Oct 2006 14:18:46 GMT
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And your system spec (not everyone has the same and some have old machines)?

Subject: Re: Map Making - Inspiration Thread
Posted by [Blazea58](#) on Wed, 04 Oct 2006 22:31:04 GMT
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Well frame rate is gittery but it is constant at around 70 ingame. System specs aren't all that great for me, but still sufficient.

Got 2.01 GHz 1 gig Dual channel ram, Geforce 6600 gt, and the works. I know alot of people now have decent computers, and renegade's limit seems to be near infinite, because even that map alone is 100x100 metres wide, and 1.4 million polygons all split up into 4800 polygon sections. Thats the only limitation i have found is that it cannot handle over 5000 very well per mesh.

But yea this is off topic anyways, just thought i would show that the limits of creation on the ren engine can surpass what was thought before even without vis.