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Subject: Looking for someone who can make me some overhead view map screenshots

Posted by [jonwil](#) on Thu, 30 Nov 2006 12:05:18 GMT

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I am looking for someone who is better with graphics than I am who can make me some overhead view map pictures much like this one of Walls:

<http://users.tpg.com.au/jfwfreo/walls.jpg>

I have tried myself to make screenshots for other maps but I am unable to do so, my graphical skills are too crap

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Subject: Re: Looking for someone who can make me some overhead view map screenshots

Posted by [Stumpy](#) on Thu, 30 Nov 2006 12:32:43 GMT

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Sk if he wouldnt be such an evil can do it highly for you with his w3d hack.

But if you want I can send you some 884x884 Pics of some maps.

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Subject: Re: Looking for someone who can make me some overhead view map screenshots

Posted by [Zion](#) on Thu, 30 Nov 2006 12:34:20 GMT

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Open the w3d in w3d viewer and make a printscreen of it, or, import the w3d into max, texture it and render it.

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Subject: Re: Looking for someone who can make me some overhead view map screenshots

Posted by [jonwil](#) on Thu, 30 Nov 2006 12:49:33 GMT

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I have no skills with gmax, 3ds max or w3dview

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Subject: Re: Looking for someone who can make me some overhead view map screenshots

Posted by [Jerad2142](#) on Thu, 30 Nov 2006 15:38:44 GMT

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Your's isn't to bad, what size of image do you want?

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Subject: Re: Looking for someone who can make me some overhead view map screenshots

Posted by [Stefan](#) on Thu, 30 Nov 2006 16:32:22 GMT

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something like this?

<http://img.photobucket.com/albums/v690/Xiro78/good.jpg>

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Subject: Re: Looking for someone who can make me some overhead view map screenshots

Posted by [Zion](#) on Thu, 30 Nov 2006 16:50:05 GMT

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I can see the light emitters in that pic, that's why i said use w3dview, it won't show the light emitters in the tiberium (and elsewhere).

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Subject: Re: Looking for someone who can make me some overhead view map screenshots

Posted by [Jerad2142](#) on Thu, 30 Nov 2006 20:19:18 GMT

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Here are a few:

I skipped the maps "Under" and "Glacier" because they have rock cover over them and it wouldn't look good for a map.

#### File Attachments

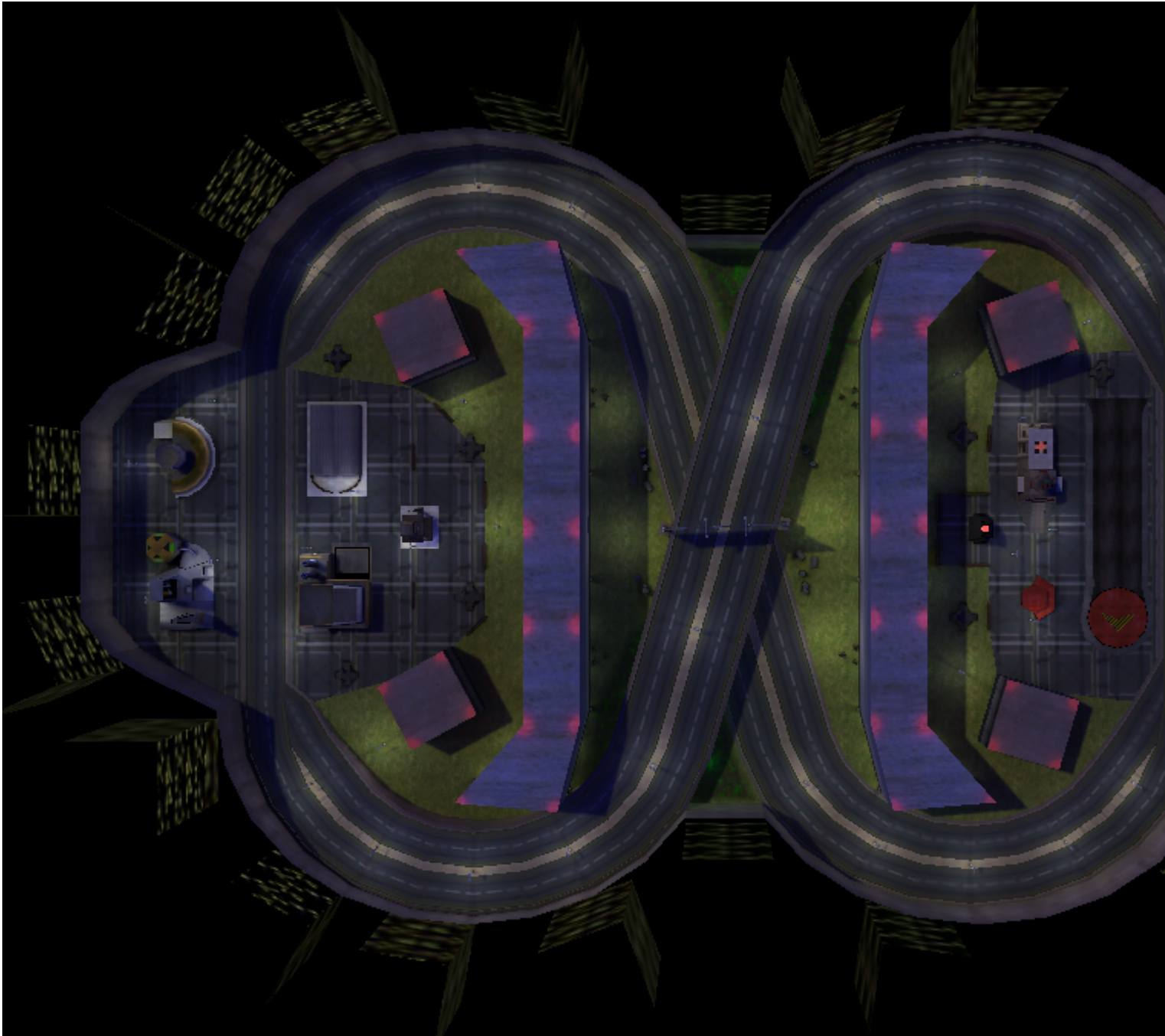
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1) [Canyon Map.png](#), downloaded 625 times

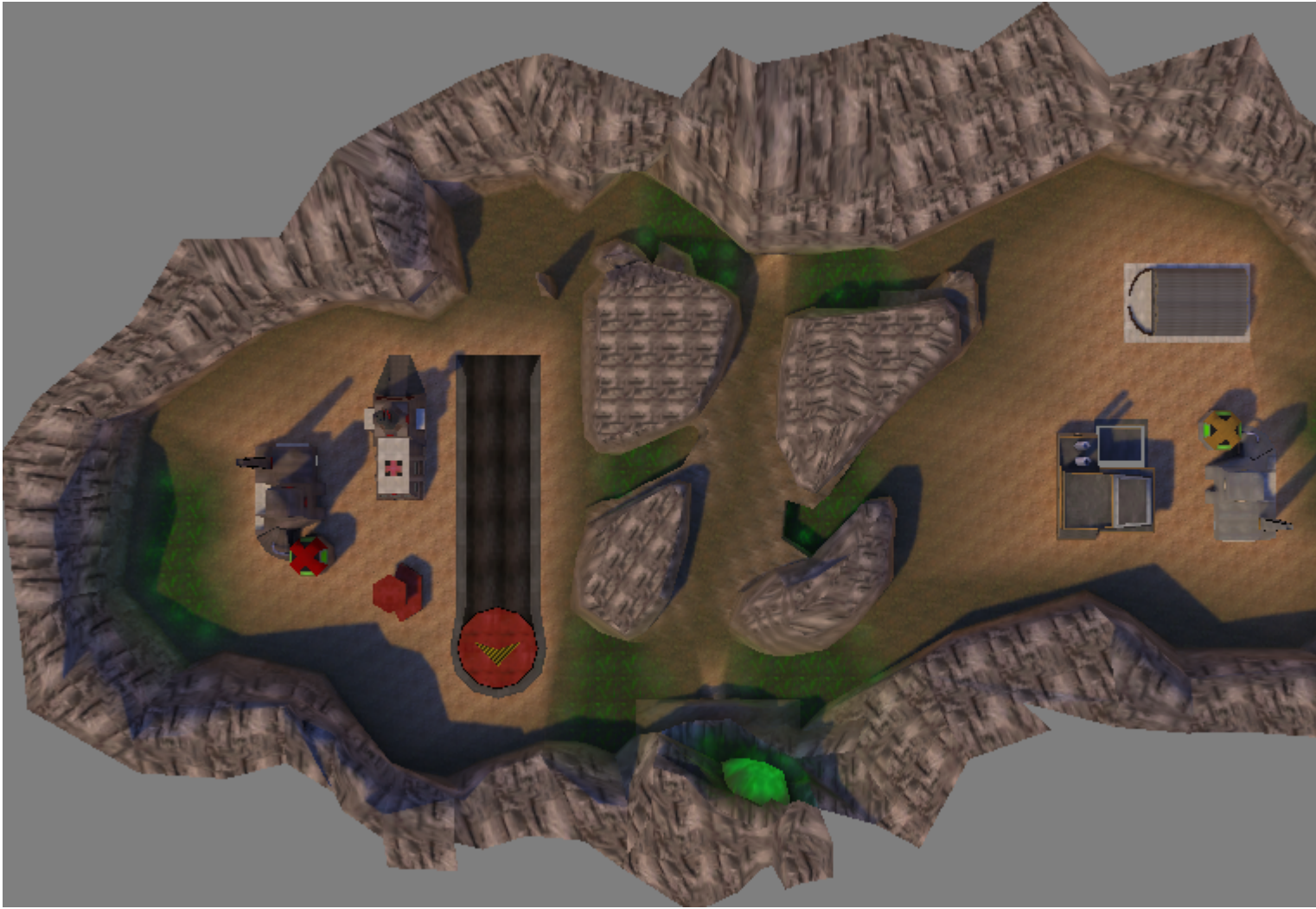
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2) [citymap.png](#), downloaded 636 times



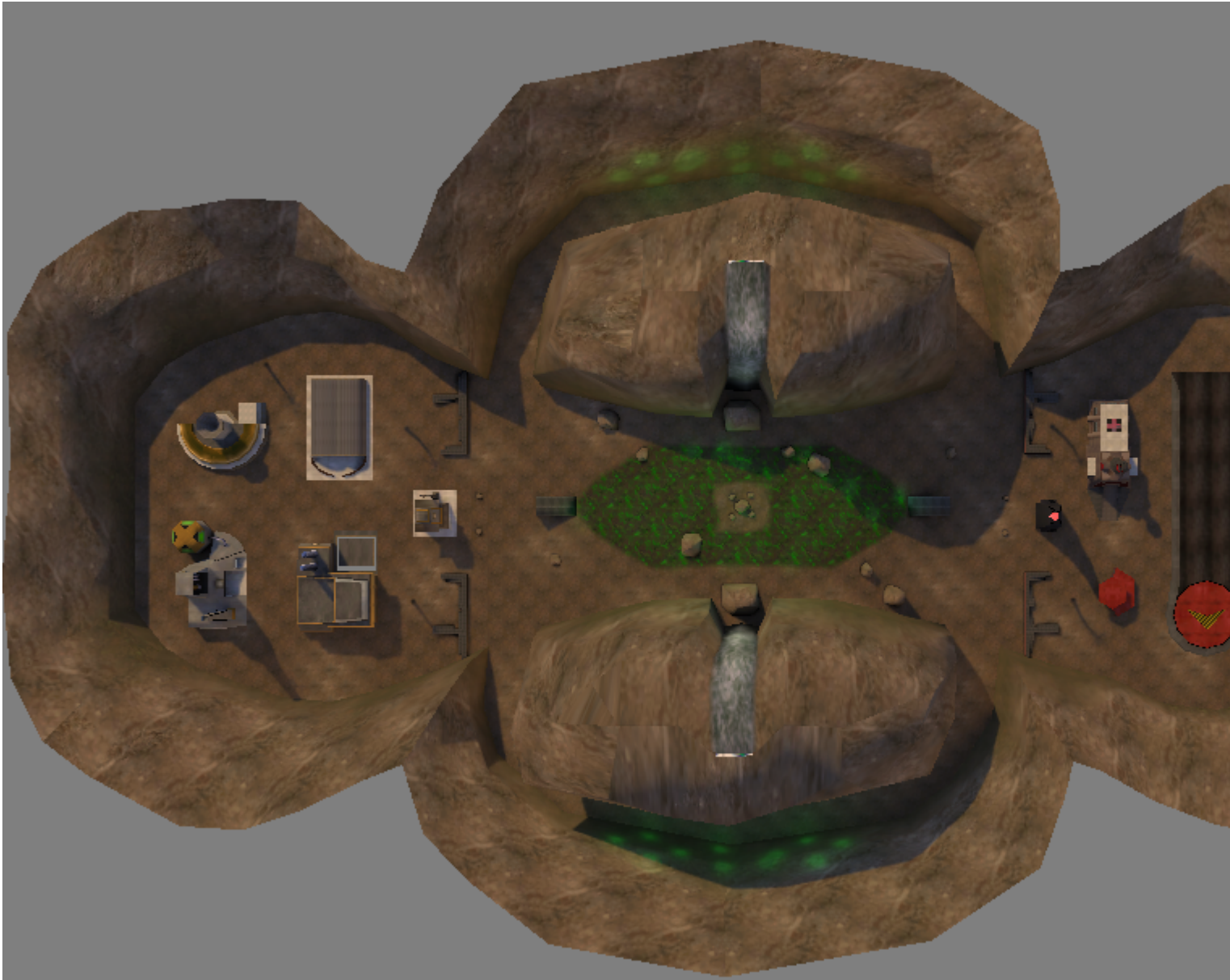
3) [complexmap.png](#), downloaded 645 times



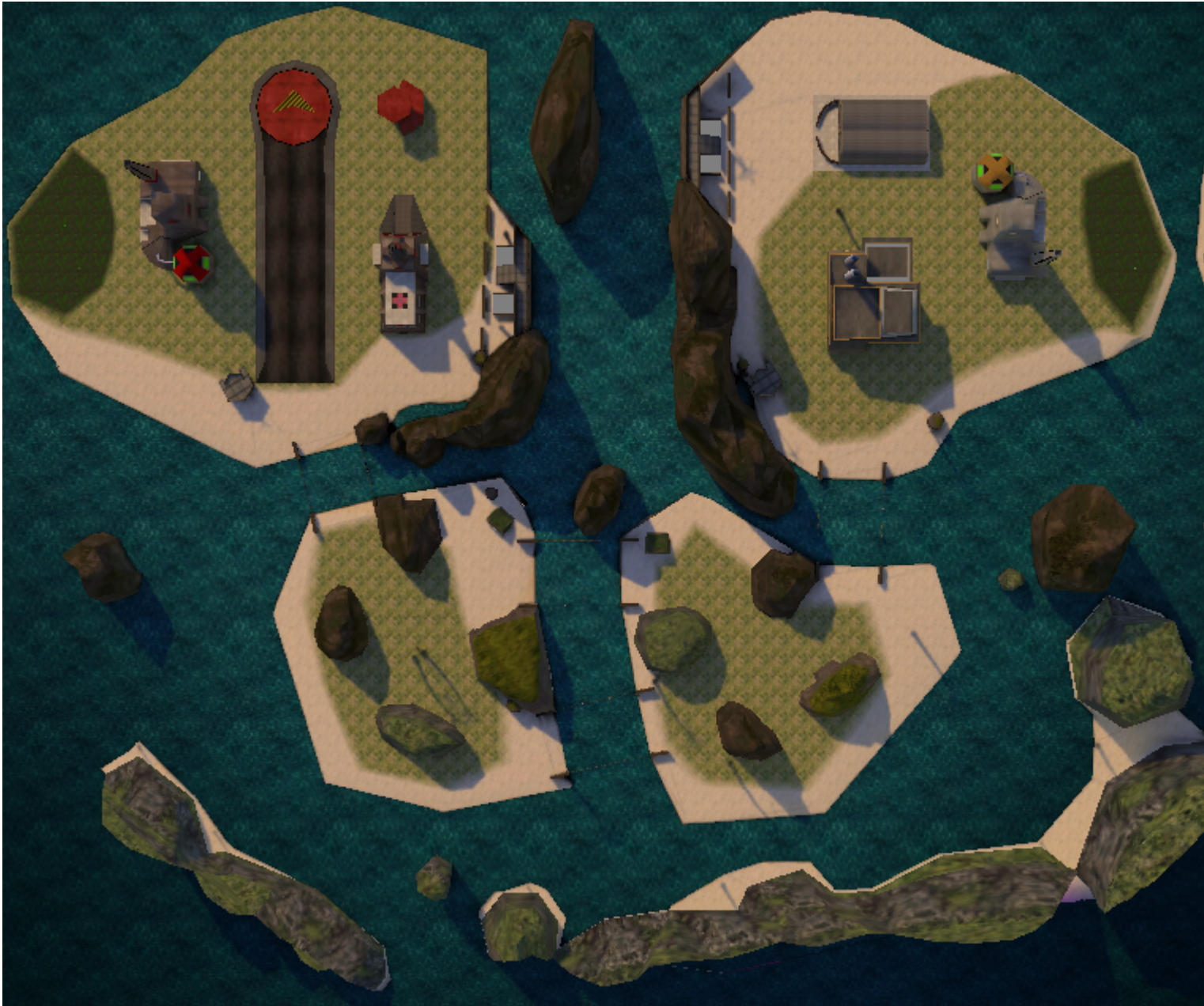
4) [fieldmap.png](#), downloaded 648 times



5) [hourglassmap.png](#), downloaded 624 times



6) [islandsmap.png](#), downloaded 645 times



7) [mesamap.png](#), downloaded 609 times



8) [volcanomap.png](#), downloaded 602 times



Subject: Re: Looking for someone who can make me some overhead view map screenshots

Posted by [jonwil](#) on Fri, 01 Dec 2006 03:24:31 GMT

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Thanks for those textures, they are pretty good.

Hourglass for example is great.

However, I have just realized that there is a better way to do it by using code similar to what the encyclopedia in SP uses

Your images are great for help with getting some size and scaling right though (so they definatly arent wasted)

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Subject: Re: Looking for someone who can make me some overhead view map screenshots

Posted by [nopol10](#) on Fri, 01 Dec 2006 08:46:00 GMT

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I think Roleplay 2 should use the new radar thing for their map.

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Subject: Re: Looking for someone who can make me some overhead view map screenshots

Posted by [Canadacdn](#) on Fri, 01 Dec 2006 22:28:57 GMT

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Those are some great pictures, but the edge parts should be blurred so they don't look so unnatural.

As for Rp2 using the overhead map, it's a great idea and I'll try to implement it when this becomes available, but the picture will be one bigass texture.

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Subject: Re: Looking for someone who can make me some overhead view map screenshots

Posted by [icedog90](#) on Fri, 01 Dec 2006 23:55:03 GMT

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I recommend maxing out the graphic settings and turning on antialiasing when making those overhead shots.

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Subject: Re: Looking for someone who can make me some overhead view map screenshots

Posted by [Titan1x77](#) on Sat, 02 Dec 2006 06:09:01 GMT

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easy way would be to center the camera at 0,0,0 in LE and increase view distance and go up in the Z axis only, to get a accurate image for the radar.

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Subject: Re: Looking for someone who can make me some overhead view map screenshots

Posted by [jnz](#) on Sat, 02 Dec 2006 22:25:35 GMT

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can someone do the same thing for me please.

i need them all to be the same size preferably 800x600

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Subject: Re: Looking for someone who can make me some overhead view map screenshots

Posted by [Canadacdn](#) on Sat, 02 Dec 2006 23:47:48 GMT

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The mesa picture kinda looks like there's snow everywhere.

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Subject: Re: Looking for someone who can make me some overhead view map screenshots

Posted by [Jerad2142](#) on Sun, 03 Dec 2006 00:45:45 GMT

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help-linux wrote on Sat, 02 December 2006 15:25can someone do the same thing for me please.

i need them all to be the same size preferably 800x600

Go ahead and use them, just shrink them down in ms paint.

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