Subject: C&C Sand preview images
Posted by Anonymous on Thu, 30 Jan 2003 20:21:00 GMT
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http://www.cncrenegade.info/modules.php?name=News&file=article&sid=757&mode=&order=0&thold=0

Subject: C&C Sand preview images
Posted by Anonymous on Thu, 30 Jan 2003 20:23:00 GMT
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sweet ACK, you own once again.

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 04:50:00 GMT
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Hmmm... you don't see that much on the screens.. you got a screen with Top view?

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 05:36:00 GMT
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Aw man thats almost like the map I wanted to make but was way too stupid to be able to do.I wanted it like walls except no middle thing and a wall on the base that meant you had to get inside the wall to hurt any building.You woulda sat on the walls and blasted back and forth at eachother.This is so close except it doesnt look like you can get on the walls.   Oh and looks like the exact same tunnels pieces they used in canyon.Gobi reminded me off walls this of canyon.

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 05:46:00 GMT
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Oh WoW, yeah you own   (just to let you know, I was being sarcastic) , a few buildings and a wall, I wish I could make a very basic ground and put a few buildings and a wall into it   [January 31, 2003, 05:52: Message edited by: Sir Phoenixx]

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 08:52:00 GMT
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it is very simmilar to gobi with the bases and distances and stuff. And has the same tib feild layout as canyon.Except it is a lot simpler and less detailed than any of those maps and does not look like worth playing, as is.I bet your just doing this map just to get another WS map out there. Nothing exiting.BTW, when will skatepark be done! I want it! [January 31, 2003, 09:41: Message edited by: DeafWasp]

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 09:09:00 GMT
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dont kiss his @ss guys, that map looks too basic and small to get any fun out of. ACK that map may be a missing WW map, but I can see why they didn't finish it.

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 09:42:00 GMT
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All I am saying is that I see why it wasnt finished either. Its obviously one of the firsts, All my firsts were crappy too.

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 09:48:00 GMT
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quote:Originally posted by DeafWasp:that map looks like crap. it is very simmilar to gobi with the bases and distances and stuff. And has the same tib feild layout as canyon.Except it is a lot simpler and less detailed than any of those maps and does not look like worth playing, as is.I bet your just doing this map just to get another WS map out there. Nothing exiting.BTW, when will skatepark be done! I want it!No, young one, the map looks fine... The design is basic as it was intended to be. I began work on the map yesterday, do you believe it will look amazing in a single day?As for you, Sir Ass... Point fingers at your vehicles. "Wow, I can make vehicles that are unskinned! Amazing!" Where are your maps? Haven't seen you do any...The funny thing here is that you're basing your assumptions off of three editor screenshots. You haven't seen the tunnels, nor have you totally seen the bases.Unless it escapes your comprehension, the bases are made of two structures, an infantry structure and a Tiberium Refinery. The map cannot be too large, or you morons would complain about size in an infantry-only map.   So yes, DeafWasp... I was given these maps to finish, and that's what I plan on doing. With the amount of *****ing you people give when something doesn't go your way, I'm amazed that anyone, even myself, actually takes the time to do this for you.

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 10:33:00 GMT

quote: So yes, DeafWasp... I was given these maps to finish, and that's what I plan on doing. With the amount of *****ing you people give when something doesn't go your way, I'm amazed that anyone, even myself, actually takes the time to do this for you. Either stfu and make the map or leave.Nobody wants to listen to your ****.Got me boy?

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 11:21:00 GMT

Lol this is getting sad ya all.. back off for a bit ack has a BIG point ww gave him the maps to finish let him do that... he is COMMANDING you to dl them when they are done... so why ya al have a problem with him making them??

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 11:22:00 GMT

quote:Originally posted by bouncer24:[QB]he is COMMANDING you to dl them when they are done... QB]I ment he is not commanding you lol sorry

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Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 13:37:00 GMT

The map looks okay, except for those big ugly walls, can't you make them a bit thicker.BTW: does the map have tunnels??

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 14:27:00 GMT

quote:Originally posted by aircraftkiller2001:As for you, Sir Ass... Point fingers at your vehicles. "Wow, I can make vehicles that are unskinned! Amazing!" Where are your maps? Haven't seen you do any...lol...There is so much difference between what I said about your [crappy] map and what you just saidI model it, show the model off, than skin it, than show the skin off. Show me how I can make a skin magically appear on the model while I'm modeling it, without skinning it at all and I'll be impressed...There is almost no difference in making a map for Renegade than there is for making a Weapon or a Vehicle for Renegade. Almost everything is done in Gmax.I don't need to have made a map to know if someone else's map sucks. It's called common sense, and you apparently don't have any of it.(apparently you also lack the ability to argue intelligently)

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 14:34:00 GMT
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quote:Originally posted by Sir Phoenixx: quote:Originally posted by aircraftkiller2001:As for you, Sir Ass... Point fingers at your vehicles. "Wow, I can make vehicles that are unskinned! Amazing!" Where are your maps? Haven't seen you do any...lol...There is so much difference between what I said about your [crappy] map and what you just saidI model it, show the model off, than skin it, than show the skin off. Show me how I can make a skin magically appear on the model while I'm modeling it, without skinning it at all and I'll be impressed...There is almost no difference in making a map for Renegade than there is for making a Weapon or a Vehicle for Renegade. Almost everything is done in Gmax.I don't need to have made a map to know if someone else's map sucks. It's called common sense, and you apparently don't have any of it.(apparently you also lack the ability to argue intelligently)No, I lack no ability to argue... I saw no reason to argue in this thread to begin with until you reared your childish, malcontented face."I model it, show the model off, than skin it, than show the skin off. Show me how I can make a skin magically appear on the model while I'm modeling it, without skinning it at all and I'll be impressed..."I really don't give a **** about the processes involved in making a model that you'll never use for anything in Renegade. Please, find something better to discuss."There is almost no difference in making a map for Renegade than there is for making a Weapon or a Vehicle for Renegade. Almost everything is done in Gmax."Here's our Ignorant Statement of Today! Wake up, look at it... They may be modeled in Max, but that doesn't mean the processes are the same for everything. That's as absurd as saying "Characters are the same as making vehicles!" Each type of constructed model or map has a different process to go about before actually being able to call it a map or model. For instance, maps can't look like a vehicle... That's just stupid. Vice-versa for maps, how stupid would it to drive a vehicle that looked like a map? The processes involved are vastly different and are only tied together by Discreet's Max and gMax programs."I don't need to have made a map to know if someone else's map sucks. It's called common sense, and you apparently don't have any of it."Apparently, you're an idiot... I've been making maps for over four years now, and I know what I'm doing... Compared to you, at least. Therefore, my opinions and work speak for themselves far more than what your opinion would, as it holds no weight or experience in mapping and as such, makes you look more like a tard than you actually are.

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 14:46:00 GMT
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quote:Originally posted by Sir Phoenixx:There is almost no difference in making a map for Renegade than there is for making a Weapon or a Vehicle for Renegade. Almost everything is done in Gmax.WHAT!??   Do you have any idea what it takes to make a map? There's major differences. I've made maps, weapons, and vehicles. The difficulty of map making far exceeds weapon and vehicle making.

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 14:59:00 GMT

quote:Originally posted by aircraftkiller2001:I really don't give a **** about the processes involved in making a model that you'll never use for anything in Renegade. Please, find something better to discuss.I wasn't discussing the 'processes' of making a model   , I stated how your "wow you can model something without a skin on it" doesn't work since i was showing off the model, nothing more nothing less, which isn't skinned and or finished. quote:Originally posted by aircraftkiller2001:Here's our Ignorant Statement of Today! Wake up, look at it... They may be modeled in Max, but that doesn't mean the processes are the same for everything. That's as absurd as saying "Characters are the same as making vehicles!" Each type of constructed model or map has a different process to go about before actually being able to call it a map or model. For instance, maps can't look like a vehicle... That's just stupid. Vice-versa for maps, how stupid would it to drive a vehicle that looked like a map? The processes involved are vastly different and are only tied together by Discreet's Max and gMax programs.I didn't say anything about the processes, or how it is put in the game. There is almost no difference in modeling a weapon or a vehicle than there is in modeling the terrain of a map. They are all made by editing planes, cylinders, boxes, etc. And I also didn't say anything remotely similar to "maps are the same as vehicles/guns ingame". quote:Originally posted by aircraftkiller2001:Apparently, you're an idiot... I've been making maps for over four years now, and I know what I'm doing... Compared to you, at least. Therefore, my opinions and work speak for themselves far more than what your opinion would, as it holds no weight or experience in mapping and as such, makes you look more like a tard than you actually are.   And how long have you been working in 3dsmax or gmax? I've been using 3dsmax/gmax for upwards of about 3 years, I am very experienced in both.

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 15:14:00 GMT

quote:Originally posted by Sir Phoenixx: quote:Originally posted by aircraftkiller2001:I really don't give a **** about the processes involved in making a model that you'll never use for anything in Renegade. Please, find something better to discuss.I wasn't discussing the 'processes' of making a model   , I stated how your "wow you can model something without a skin on it" doesn't work since i was showing off the model, nothing more nothing less, which isn't skinned and or finished. quote:Originally posted by aircraftkiller2001:Here's our Ignorant Statement of Today! Wake up, look at it... They may be modeled in Max, but that doesn't mean the processes are the same for everything. That's as absurd as saying "Characters are the same as making vehicles!" Each type of constructed model or map has a different process to go about before actually being able to call it a map or model. For instance, maps can't look like a vehicle... That's just stupid. Vice-versa for maps, how stupid would it to drive a vehicle that looked like a map? The processes involved are vastly different and are only tied together by Discreet's Max and gMax programs.I didn't say anything about the processes, or how it is put in the game. There is almost no difference in modeling a weapon or a vehicle than there is in modeling the terrain of a map. They are all made by editing planes, cylinders, boxes, etc. And I also didn't say anything remotely similar to "maps are the same as vehicles/guns ingame". quote:Originally posted by aircraftkiller2001:Apparently, you're an idiot... I've been making maps for over four years now, and I know what I'm doing... Compared to you, at least. Therefore, my opinions and work speak for themselves far more than what your opinion would, as it holds no weight or experience in mapping and as such, makes you

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look more like a tard than you actually are.   And how long have you been working in 3dsmax or gmax? I've been using 3dsmax/gmax for upwards of about 3 years, I am very experienced in both.I saw a lot more bunk here... I'll put it in simple terms:Stick to critiquing stuff you're good at. I can understand you knocking my vehicle models... Wait, I don't make vehicles. What about my weapon models? Don't make those either. Criticize what you're able to do, it's that simple... When or if I make a weapon\vehicle, you can criticize me to your heart's content.

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 15:22:00 GMT
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It's not a matter of rather or not I'm 'able' to make a map, but when I will...I'm currently making a weapon and 3 vehicles for my mod, inbetween finishing and skinning them I can work on a map or two, but what I've already started has priority...

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 15:55:00 GMT
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Taximes:Looks like my least favorite of the unreleased WS maps, so far...The only thing I like about it is the pyramids, that was pretty creative.But if I was you ACK, I would make those walls thicker and give the bottom half a better texture, as well as do something about this, that cliff could definitely use some alpha blending or retexturing.It's all blended... Or is that too hard to see?I know it's blended, but I mean more. I think the actual cliff part should be darker instead of having the same texture as the rest of the map...

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 16:35:00 GMT
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quote:Originally posted by Taximes: quote:Originally posted by aircraftkiller2001: quote:Originally posted by Taximes:Looks like my least favorite of the unreleased WS maps, so far...The only thing I like about it is the pyramids, that was pretty creative.But if I was you ACK, I would make those walls thicker and give the bottom half a better texture, as well as do something about this, that cliff could definitely use some alpha blending or retexturing.It's all blended... Or is that too hard to see?I know it's blended, but I mean more. I think the actual cliff part should be darker instead of having the same texture as the rest of the map...The cliff uses the l10_botcliff texture. That is shared with the central rock which blends into l10_sandsmth.

Subject: C&C Sand preview images
Posted by Anonymous on Fri, 31 Jan 2003 23:51:00 GMT

You can't criticise a painting until you've painted one yourself.You can't criticise a car until you've made one yourself.You can't criticise a professional football team until you've played for one professionally.You can't criticise your country's leader(s) until you've been one yourself.You can't criticise a map until you've made one yourself.Hmm.

Subject: C&C Sand preview images
Posted by Anonymous on Sat, 01 Feb 2003 00:37:00 GMT

Looks like my least favorite of the unreleased WS maps, so far...The only thing I like about it is the pyramids, that was pretty creative.But if I was you ACK, I would make those walls thicker and give the bottom half a better texture, as well as do something about this, that cliff could definitely use some alpha blending or retexturing.

Subject: C&C Sand preview images
Posted by Anonymous on Sat, 01 Feb 2003 00:44:00 GMT

ACK,as you know I am judging just those screens, even you would agree that from those pics that it is ugly and not very good.You know that I trust that you will make that map worth the DL. You have your work cut out for you.I look forward to seeing the final product and seeing your improvements.That is how I really feel towards this.

Subject: C&C Sand preview images
Posted by Anonymous on Sat, 01 Feb 2003 00:47:00 GMT

quote:Originally posted by Taximes:Looks like my least favorite of the unreleased WS maps, so far...The only thing I like about it is the pyramids, that was pretty creative.But if I was you ACK, I would make those walls thicker and give the bottom half a better texture, as well as do something about this, that cliff could definitely use some alpha blending or retexturing.It's all blended... Or is that too hard to see?

Subject: C&C Sand preview images
Posted by Anonymous on Sat, 01 Feb 2003 01:56:00 GMT

aircraftkiller   you are such a n00b0rz ive never seen a man as lame as you , your given a westwood map then make it look like a cheap0rz Unreal map! you suck0rz When you get 1337 and grow a peenor then post a map

Subject: C&C Sand preview images
Posted by Anonymous on Sat, 01 Feb 2003 09:43:00 GMT
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quote:Originally posted by PiMuRho:You can't criticise a painting until you've painted one yourself.You can't criticise a car until you've made one yourself.You can't criticise a professional football team until you've played for one professionally.You can't criticise your country's leader(s) until you've been one yourself.You can't criticise a map until you've made one yourself.Hmm.In his case, that applies. Being unable to do a map, yet being able to do all these wonderfully unskinned models makes me wonder if he has any idea of what really goes in to making a good, balanced, map.The other guy who posted here is one of those "Milk Bandits" queers. Someone from their group already said the same exact thing without the guise.

Subject: C&C Sand preview images
Posted by Anonymous on Sat, 01 Feb 2003 10:28:00 GMT
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by PiMuRho:You can't criticise a painting until you've painted one yourself.You can't criticise a car until you've made one yourself.You can't criticise a professional football team until you've played for one professionally.You can't criticise your country's leader(s) until you've been one yourself.You can't criticise a map until you've made one yourself.Hmm.In his case, that applies. Being unable to do a map, yet being able to do all these wonderfully unskinned models makes me wonder if he has any idea of what really goes in to making a good, balanced, map.The other guy who posted here is one of those "Milk Bandits" queers. Someone from their group already said the same exact thing without the guise.In this case(and anyother case you can think of), it doesn't apply at all. Just like it doesn't apply to those examples.And you're still hung up on that "you've modeled vehicles with no skins (maybe that's because they aren't skinned yet?) so there's no way you can map" and the "i havn't seen a map from you so there's no way you can map at all", and the "i havn't seen you make one yet so there's nothing at all you can say about other's maps"?Yeah I guess since I'm able to model these vehicles that there's absolutely no way that i can model the terrain for a map And since you havn't seen a map from me that i can't ever make one...And since you havn't seen a map from me yet that I can't judge other's maps...You have some of the most messed up logic of anyone I've seen on these forums.How about this: Since you havn't produced a commercial game, you can't judge rather Renegade (or any other game) is good or not. Since I havn't seen you make a vehicle or a weapon, you can't judge rather someone's vehicle/weapon is good or not. Since I havn't seen you make an Operating System before, you can't judge rather Windows or Macintosh is good or not. Et cetera...Sounds stupid doesn't it? so does "since I havn't seen you make a map, you can't judge rather not other's maps are good or not"

Subject: C&C Sand preview images
Posted by Anonymous on Sat, 01 Feb 2003 10:30:00 GMT
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quote:Originally posted by Sir Phoenixx: quote:Originally posted by aircraftkiller2001: quote:Originally posted by PiMuRho:You can't criticise a painting until you've painted one

yourself.You can't criticise a car until you've made one yourself.You can't criticise a professional football team until you've played for one professionally.You can't criticise your country's leader(s) until you've been one yourself.You can't criticise a map until you've made one yourself.Hmm.In his case, that applies. Being unable to do a map, yet being able to do all these wonderfully unskinned models makes me wonder if he has any idea of what really goes in to making a good, balanced, map.The other guy who posted here is one of those "Milk Bandits" queers. Someone from their group already said the same exact thing without the guise.In this case(and anyother case you can think of), it doesn't apply at all. Just like it doesn't apply to those examples.And you're still hung up on that "you've modeled vehicles with no skins (maybe that's because they aren't skinned yet?) so there's no way you can map" and the "i havn't seen a map from you so there's no way you can map at all", and the "i havn't seen you make one yet so there's nothing at all you can say about other's maps"?Yeah I guess since I'm able to model these vehicles that there's absolutely no way that i can model the terrain for a map   And since you havn't seen a map from me that i can't ever make one...And since you havn't seen a map from me yet that I can't judge other's maps...You have some of the most messed up logic of anyone I've seen on these forums.How about this: Since you havn't produced a commercial game, you can't judge rather Renegade (or any other game) is good or not. Since I havn't seen you make a vehicle or a weapon, you can't judge rather someone's vehicle/weapon is good or not. Since I havn't seen you make an Operating System before, you can't judge rather Windows or Macintosh is good or not. Et cetera...Sounds stupid doesn't it? so does "since I havn't seen you make a map, you can't judge rather not other's maps are good or not"So show a map already and see if you're able to do it even decently. If so, good job... But I fail to see how belittling a Westwood employee's original work makes you better somehow. These were unfinished maps, moron... Wake up and learn some history about Renegade before you go spouting off about stuff you seemingly have no clue about.And yes... Some people are totally unable to create maps, but they can make vehicles and weapons or characters like no one else.Not everyone is proficient at everything in Max, haven't you realized that? People specialize in certain things because they began doing that, more than likely. I'm good at maps because that's what I've done for years. You're good at weapons and whatever else because that's what you've done.No, I can't model weapons... I haven't tried, because I don't need to, nor do I want to. Maps are what I like doing, maps are what I am able to do properly, maps are what I do... So as I said before, my opinion on the matter outweighs that of your own, as you probably haven't a clue as to where to begin even doing a simple map in Renegade. [February 01, 2003, 10:34: Message edited by: aircraftkiller2001]

Subject: C&C Sand preview images
Posted by Anonymous on Sat, 01 Feb 2003 10:33:00 GMT
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OMG. What an idiot, lay off teh ACK.