Subject: [map]C&C_MoonLight
Posted by jnz on Sun, 17 Jun 2007 16:09:08 GMT
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Uses:
PaperTexture.tga and Asphalt_03_013.tga - Blaza
water_reflect.tga, water_texture.tga and bump_water -
http://renhelp.net/index.php?mod=Tutorials&action=view&id=30

Buildings for RenX with Proxies - renhelp.net

Constructive critisism please Some of the textures, EG tiberium. I couldn't make them look right :/
I like the overall look of the map, though.

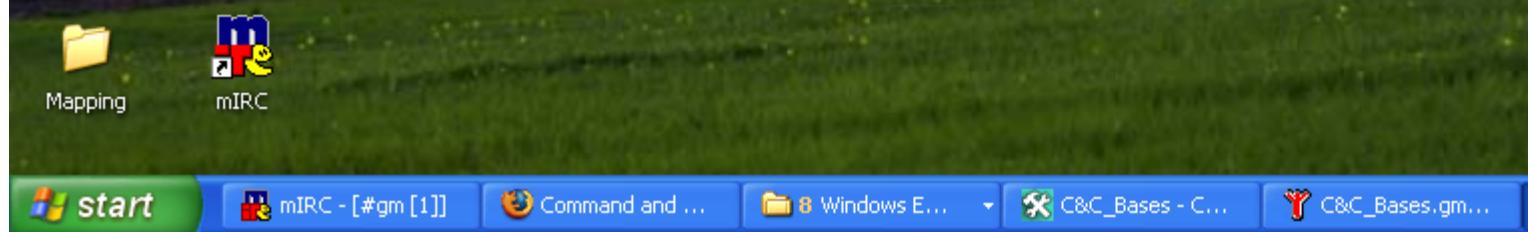http://www.dansprojects.com/Maps/C&C_MoonLight.mix

EDIT: Thanks to mero for teaching me a few things.

File Attachments
1) ss1.png, downloaded 702 times

2) ss2.png, downloaded 708 times

3) ss3.png, downloaded 710 times

4) ss4.png, downloaded 697 times

5) ss5.png, downloaded 658 times

Subject: Re: C&C_MoonLight
Posted by Canadacdn on Sun, 17 Jun 2007 16:14:18 GMT
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It looks alright, but with some alpha blending and more realistic looking cliffs, it could be a lot better.

Subject: Re: C&C_MoonLight
Posted by Zion on Sun, 17 Jun 2007 17:07:59 GMT
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Lol, i was going to teach him how to use soft selection but i think he was frightened by the graph on the rollout.

I actually watched him make this over vnc as i was giving him advice, and it was actually quite fun to do so. I helped him out with a bit of the alpha blending and collision boxes and what-not but he basically done the whole thing by himself. So big up to Dan on that.

Looks good but i don't have a Renegade installation on my so i can't test.

Subject: Re: C&C_MoonLight
Posted by crazfulla on Sun, 17 Jun 2007 17:10:29 GMT
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very square TBH. Would drag some verts around and make it more smooth looking. Also extrude the cliffs out (there are tuts on how to do this on renhelp).

10 points for effort though

Subject: Re: C&C_MoonLight
Posted by jnz on Sun, 17 Jun 2007 17:41:56 GMT
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Thanks for the comments
I'm going to recreate the whole map and add some assets. Make it more bumpy etc.. and add any changes EG: make it less square this time.

I have a few questions, though.
1) For the tiberium, i detached a few polygons and textured it with tiberium. Then i used alpha blend with the snow. Should i do this the other way round? detach, texture with snow. alpha blend tiberium into it?

2) The bit that divides the base floor texture (asphalt) and snow texture, you can see a clear line. Is it possible to make it look seamless?

3) Can i use a custom scripts.dll with the map (.mix) or does it have to to use whatever the client/server has?

4) Is there anywhere or has anyone made and terrain models i can use? EG rocks, small bunkers. renhelp is limited.

5) Is there any extra buildings? EG repair pad, heli pad?

Subject: Re: C&C_MoonLight
Posted by Sn1per74* on Sun, 17 Jun 2007 17:48:03 GMT
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Bunkers are easy to make in Renx. Make a cylinder, copy it then scale down one of them. Boolean out the inside then make a rectangle and put it where you want the windows. Then boolean that out. Then make a box where you want the door and boolean that out. DONE! Heres a tower I made using that technique. If you want it, lemme know.

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File Attachments
1) tower.bmp, downloaded 455 times
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Subject: Re: C&C_MoonLight
Posted by jnz on Sun, 17 Jun 2007 18:05:05 GMT
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Thats pretty good, I'll experiment and see what i can model

Subject: Re: C&C_MoonLight
Posted by Cpo64 on Sun, 17 Jun 2007 18:20:02 GMT
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Needs some light clouds, fog with perfectly clear sky looks funny in renegade.

The cliffs are very 02esk

Subject: Re: C&C_MoonLight
Posted by jnz on Sun, 17 Jun 2007 23:20:29 GMT
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I have made another version of the map. I have a problem, though, I want to make a vehicle created on the airstrip go on a long way path. It just wont go further than the airstrip itself. Is there a way to fix this? I tried messing with the building controller and nothing.

Subject: Re: C&C_MoonLight
Posted by Cpo64 on Mon, 18 Jun 2007 04:27:09 GMT
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how do you have the way-paths set up?
Can we see a picture of the way-paths, and the way-path settings?

Subject: Re: C&C_MoonLight
Posted by Sn1per74* on Mon, 18 Jun 2007 04:46:38 GMT
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Just outta curiosity- how long did it take you to make this?

Subject: Re: C&C_MoonLight
Posted by jnz on Mon, 18 Jun 2007 13:54:08 GMT
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About 2 hours. I recreated the map, because it had bugs. So i don't need to fix the waypath anymore.

Subject: Re: C&C_MoonLight
Posted by jnz on Mon, 18 Jun 2007 15:06:40 GMT
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One very last thing i need to fix:
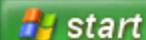

File Attachments
1) Bad.png, downloaded 482 times

Subject: Re: C&C_MoonLight
Posted by crazfulla on Mon, 18 Jun 2007 17:17:48 GMT
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Compute Vertex Solve?

Subject: Re: C&C_MoonLight
Posted by Zion on Mon, 18 Jun 2007 17:55:33 GMT
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Texture's wrong too.

Subject: Re: C&C_MoonLight
Posted by Sn1per74* on Mon, 18 Jun 2007 18:06:32 GMT
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But how long did it take you to finish it til the first release?

Subject: Re: C&C_MoonLight
Posted by jnz on Mon, 18 Jun 2007 18:30:41 GMT
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Yup, that did it, thanks.

It took about 2 hours for the first one.

Subject: Re: C&C_MoonLight
Posted by Xpert on Mon, 18 Jun 2007 20:56:07 GMT
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Not bad, also maybe you can arrange the buildings differently? Being spawned in the back of the base most of the time would be annoying.