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Subject: C&C Volcano  
Posted by [Di3HardNL](#) on Sun, 21 Feb 2010 23:01:15 GMT  
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Wazzzup.  
I am modeling again  
Right now I am working on the map Volcano mainly the tunnels.

I need some suggestions/tips on how to improve it more.  
As you can see in the video I added some kind of a window in the walls, only I'm not sure what to add in them so in the end I added nude pics again

I can make more holes in the walls and add more stuff. Ideas are more than welcome

video of the basic look now :  
<http://www.youtube.com/watch?v=FEqByv81qq8>

(this will work online and when its finished i will release)

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Subject: Re: C&C Volcano  
Posted by [Omar007](#) on Sun, 21 Feb 2010 23:46:26 GMT  
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18+ map inc

Maybe add some weapons on/in the walls??

Cool your modeling again

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Subject: Re: C&C Volcano  
Posted by [cAmpa](#) on Sun, 21 Feb 2010 23:58:08 GMT  
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Cool, but im sure majid123 needs a men version.

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Subject: Re: C&C Volcano  
Posted by [Raptor RSF](#) on Mon, 22 Feb 2010 00:31:18 GMT  
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Lol, really cool.

Will you make a realistic mod for this time please (without funny and nicenudepics ) ?

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Subject: Re: C&C Volcano  
Posted by [Boofst0rm](#) on Mon, 22 Feb 2010 07:27:53 GMT  
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I C BOOBIES

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Subject: Re: C&C Volcano  
Posted by [Di3HardNL](#) on Mon, 22 Feb 2010 07:43:55 GMT  
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Omar007 wrote on Mon, 22 February 2010 00:4618+ map inc

Maybe add some weapons on/in the walls??

Cool your modeling again

Thanks! thats a good idea. I will add weapons in there

@ Raptor  
At least for this modification i'll make it realistic

---

Subject: Re: C&C Volcano  
Posted by [Sladewill](#) on Mon, 22 Feb 2010 08:58:09 GMT  
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Looks like Counter Stike Source, everyone tags the walls with women XD

---

Subject: Re: C&C Volcano  
Posted by [crysis992](#) on Mon, 22 Feb 2010 12:40:17 GMT  
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looks very nice and nice to see that your modeling again

Maybe add some lights+ light effect like in your C&C\_Islands tunnel.

Or change the bottom to glass in the middle part. And add under the glass some Lava or something like that. And maybe add in the tunnel some pipes where lava comes out. But make something with lava cause atm it looks not like a volcano map

Subject: Re: C&C Volcano  
Posted by [Di3HardNL](#) on Mon, 22 Feb 2010 14:03:27 GMT  
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---

Hehe yesterday I made the floors a little transparant (metal floor) where you could see lave underneath it but it looked totally bugged so I changed it back. I'll add some effects so it looks like an actual volcano landscape, might do something with pipes, I'll see

ty for the tip.

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Subject: Re: C&C Volcano  
Posted by [Raptor RSF](#) on Mon, 22 Feb 2010 16:35:51 GMT  
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yeah, make weapons in the walls

Like on halo 2 (if you have seen it) but then without animation of course

---

---

Subject: Re: C&C Volcano  
Posted by [anant](#) on Mon, 22 Feb 2010 20:21:16 GMT  
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Looking very nice Di3Hard, keep it up sir

---

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Subject: Re: C&C Volcano  
Posted by [Gen\\_Blacky](#) on Mon, 22 Feb 2010 20:53:11 GMT  
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cAmpa wrote on Sun, 21 February 2010 17:58Cool, but im sure majid123 needs a men version.

Agreed, Nice job.

---

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Subject: Re: C&C Volcano  
Posted by [GEORGE ZIMMER](#) on Mon, 22 Feb 2010 21:29:27 GMT  
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Make some pipes in the walls, yeah. Give it an industrial feel in the tunnels.

Nude pics is kinda lame though, takes away from a good map feeling :[.

I prefer my porn in my porn, and my videogames in my videogames. No mixing, please.

---

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Subject: Re: C&C Volcano  
Posted by [Omar007](#) on Mon, 22 Feb 2010 22:11:55 GMT  
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GEORGE ZIMMER wrote on Mon, 22 February 2010 22:29: Make some pipes in the walls, yeah. Give it an industrial feel in the tunnels.

Nude pics is kinda lame though, takes away from a good map feeling :[.

I prefer my porn in my porn, and my videogames in my videogames. No mixing, please.  
^

Unless its a porn game xD

---

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Subject: Re: C&C Volcano  
Posted by [Di3HardNL](#) on Mon, 22 Feb 2010 23:29:29 GMT  
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I worked on tonight, nude girls are replaced by guns. added a crater below the ground, changed the ceiling shape and added some light.

No time for a video, so here are some screenshots. For some reason the screenshots seem darker then it actually looks in my game, I guess the brightness settings won't show in screenshots.

Pipes will be added tommorow

---

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Subject: Re: C&C Volcano  
Posted by [GEORGE ZIMMER](#) on Mon, 22 Feb 2010 23:51:49 GMT  
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HOLY MOTHERFUCK, THAT'S SEXY.

I'd love to see you to make a full sized DM now, seriously. You have some damn good talent, but most of your maps are rather small. A larger DM (without it being TOO large) would be fantastic.

---

---

Subject: Re: C&C Volcano  
Posted by [Sladewill](#) on Mon, 22 Feb 2010 23:54:06 GMT

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ruined it now, it made the game more interesting. You really gotta add something spontaneous...

---

---

Subject: Re: C&C Volcano

Posted by [GEORGE ZIMMER](#) on Mon, 22 Feb 2010 23:56:28 GMT

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Sladewill wrote on Mon, 22 February 2010 17:54: ruined it now, it made the game more interesting. You really gotta add something spontaneous...

Random stupid shit that doesn't fit at all =/= good content.

He's actually making a model replacement that makes it look better, not flamboyant bullshit replacement skins. Go suck scrin's dick if you want that.

---

---

Subject: Re: C&C Volcano

Posted by [Raptor RSF](#) on Tue, 23 Feb 2010 00:13:49 GMT

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Whoaaaaa

Really nice Dutch guy! Its realistic!

And the pipes are a good idea. Maybe (if you have time) you could add just one part of the pipe that is damaged (and leaking steam! emitter ).

I like to see this kind of modifications

----

Oh I searched and modified some sounds for you to use in the map. I emailed them to you.

---

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Subject: Re: C&C Volcano

Posted by [reborn](#) on Tue, 23 Feb 2010 08:18:03 GMT

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---

I very much like those wooden planks across the crater. I think they look pretty cool.

---

---

Subject: Re: C&C Volcano

Posted by [Sean](#) on Tue, 23 Feb 2010 08:21:41 GMT

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crysis992 wrote on Mon, 22 February 2010 14:40 looks very nice and nice to see that your modeling again

Maybe add some lights+ light effect like in your C&C\_Islands tunnel.

Or change the bottom to glass in the middle part. And add under the glass some Lava or something like that. And maybe add in the tunnel some pipes where lava comes out. But make something with lava cause atm it looks not like a volcano map

No shiny bloom shit plx.

Your tunnels for islands r sexi, lets see how u do wiv volcano

So far lookin good mate.

---

---

Subject: Re: C&C Volcano

Posted by [Raptor RSF](#) on Tue, 23 Feb 2010 09:40:51 GMT

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and BTW, lava cannot flow through pipes they will melt most likely haha.

---

---

Subject: Re: C&C Volcano

Posted by [Omar007](#) on Tue, 23 Feb 2010 09:51:39 GMT

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---

Awesome work

That lava pit is just great!!!

And i see weapons ^^

/me gets every weapon

---

---

Subject: Re: C&C Volcano

Posted by [crysis992](#) on Tue, 23 Feb 2010 13:22:18 GMT

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---

Thats damn awesome oO

cant wait for the release lol

---

---

Subject: Re: C&C Volcano  
Posted by [Sir Kane](#) on Tue, 23 Feb 2010 16:48:07 GMT  
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---

The naked woman shit is plain retarded. But the other stuff looks decent for a change. Although the weapons in the walls are pretty silly.

---

Subject: Re: C&C Volcano  
Posted by [Zion](#) on Tue, 23 Feb 2010 18:06:50 GMT  
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The only thing i have with it is it looks GIANT compared to the player. Try making the texture repeats bigger to a reasonable size compared to the player.

I like the hole idea though, it adds that danger feeling and can add to hilarity when your enemy falls down it in a firefight.

---

Subject: Re: C&C Volcano  
Posted by [Di3HardNL](#) on Tue, 23 Feb 2010 20:00:12 GMT  
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---

Thanks for the replies!  
It would have been funny if you could fall down in the crater yes, but I disabled that for normal online gameplay with it

Unfortanetely I have no time to work on it today but tomorrow I will come with a new update.

---

Subject: Re: C&C Volcano  
Posted by [Khyron263](#) on Tue, 23 Feb 2010 20:14:30 GMT  
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---

Zion wrote on Tue, 23 February 2010 12:06  
I like the hole idea though, it adds that danger feeling and can add to hilarity when your enemy falls down it in a firefight.

how dare u, put that back in there

great work BTW

---

Subject: Re: C&C Volcano  
Posted by [zunnie](#) on Tue, 23 Feb 2010 20:39:05 GMT  
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---

Not too bad I like it, ill install it for my brother (if renguard allows it?)

---

---

Subject: Re: C&C Volcano

Posted by [Gen\\_Blacky](#) on Tue, 23 Feb 2010 20:57:12 GMT

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Sir Kane wrote on Tue, 23 February 2010 10:48The naked woman shit is plain retarded. But the other stuff looks decent for a change. Although the weapons in the walls are pretty silly.

I couldn't agree more.

You put a lot effort into your work you even make all new lighting for such a small mesh. Porn is just retarded to have in any game. You should make it realistic with pipes or wiring to some lights on the ceiling. I think the light maps are to much I liked it more without the red and yellow. You could add lights or whatever to make it more realistic.

---

---

Subject: Re: C&C Volcano

Posted by [GoTTeM](#) on Tue, 23 Feb 2010 21:39:04 GMT

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---

you should make the floor mirror like, if thats possible lol doubt it though . or add lazer neon type lines runing on the floor in a circuit board pattern

---

---

Subject: Re: C&C Volcano

Posted by [HaTe](#) on Tue, 23 Feb 2010 21:39:44 GMT

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---

So you are against naked girls in Renegade, because it makes it look unprofessional? I say keep them.

---

---

Subject: Re: C&C Volcano

Posted by [Raptor RSF](#) on Tue, 23 Feb 2010 21:51:23 GMT

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---

Don't let porn destroy your good work

Have you heard the sounds I emailed you?

---

---

Subject: Re: C&C Volcano

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Posted by [Altzan](#) on Wed, 24 Feb 2010 05:55:17 GMT

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Gen\_Blacky wrote on Tue, 23 February 2010 14:57: Sir Kane wrote on Tue, 23 February 2010 10:48: The naked woman shit is plain retarded. But the other stuff looks decent for a change. Although the weapons in the walls are pretty silly.

I couldn't agree more.

You put a lot effort into your work you even make all new lighting for such a small mesh. Porn is just retarded to have in any game.

Also agreed here, the porn stuff may be funny or amusing to most people here but honestly, it detracts from the quality as a whole.

---

---

Subject: Re: C&C Volcano

Posted by [Di3HardNL](#) on Wed, 24 Feb 2010 08:48:41 GMT

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Gen\_Blacky wrote on Tue, 23 February 2010 21:57: Sir Kane wrote on Tue, 23 February 2010 10:48: The naked woman shit is plain retarded. But the other stuff looks decent for a change. Although the weapons in the walls are pretty silly.

I couldn't agree more.

You put a lot effort into your work you even make all new lighting for such a small mesh. Porn is just retarded to have in any game. You should make it realistic with pipes or wiring to some lights on the ceiling. I think the light maps are to much I liked it more without the red and yellow. You could add lights or whatever to make it more realistic.

I also agree, thats why I deleted those images.

Luckily I can do the lighting in LE for the tunnel, so that saves me alot time instead of making them as baked textures(Y)

---

---

Subject: Re: C&C Volcano

Posted by [Boofst0rm](#) on Wed, 24 Feb 2010 10:32:46 GMT

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---

bring the boobies back

---

---

Subject: Re: C&C Volcano

Posted by [GEORGE ZIMMER](#) on Wed, 24 Feb 2010 14:01:22 GMT

---

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---

Boofst0rm wrote on Wed, 24 February 2010 04:32bring the boobies back  
Shut up.

Also, if I may make a suggestion, put another wood plank on that area above the lava. It might be pretty funny, but it's a little weird, too.

---

---

Subject: Re: C&C Volcano

Posted by [Gen\\_Blacky](#) on Wed, 24 Feb 2010 16:35:12 GMT

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---

Di3HardNL wrote on Wed, 24 February 2010 02:48Gen\_Blacky wrote on Tue, 23 February 2010 21:57Sir Kane wrote on Tue, 23 February 2010 10:48The naked woman shit is plain retarded. But the other stuff looks decent for a change. Although the weapons in the walls are pretty silly.

I couldn't agree more.

You put a lot effort into your work you even make all new lighting for such a small mesh. Porn is just retarded to have in any game. You should make it realistic with pipes or wiring to some lights on the ceiling. I think the light maps are to much I liked it more without the red and yellow. You could add lights or whatever to make it more realistic.

I also agree, thats why I deleted those images.

Luckily I can do the lighting in LE for the tunnel, so that saves me alot time instead of making them as baked textures(Y)

yes those baked textures take a lot of effort where as in leveledit you just import a lighting source change the values and solve the lighting.

---

---

Subject: Re: C&C Volcano

Posted by [Di3HardNL](#) on Fri, 26 Feb 2010 16:28:12 GMT

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---

Aight I think its almost done.

Thanks to Raptor RSF for giving me tips where to place the pipes  
And George Z I made your idea happening Check the last SS.

So what do you guys think, is it done or is there still something missing?

---

Subject: Re: C&C Volcano  
Posted by [Omar007](#) on Fri, 26 Feb 2010 16:33:42 GMT  
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---

One word for this: AWESOME

I like how you let the pipe go to the ref  
Wood crossover is cool too ^^  
Tube hole seems a bit large for the amount of steam that comes out of it

---

---

Subject: Re: C&C Volcano  
Posted by [crisis992](#) on Fri, 26 Feb 2010 16:35:15 GMT  
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---

Omar007 wrote on Fri, 26 February 2010 10:33One word for this: AWESOME

I like how you let the pipe go to the ref

agree its is damn awesome  
its just wow

---

---

Subject: Re: C&C Volcano  
Posted by [Raptor RSF](#) on Fri, 26 Feb 2010 17:22:36 GMT  
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---

Nicely created!

Only the wooden planks (last screenshot) looks weird because it looks like the planks are placed on just air.

---

---

Subject: Re: C&C Volcano  
Posted by [Raptor RSF](#) on Fri, 26 Feb 2010 17:24:45 GMT  
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Are you going to copy the same pipe to the GDI tunnelside too? (but without the pipe leaking)

---

---

Subject: Re: C&C Volcano  
Posted by [Di3HardNL](#) on Fri, 26 Feb 2010 19:38:28 GMT  
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---

Raptor RSF wrote on Fri, 26 February 2010 18:24: Are you going to copy the same pipe to the GDI tunnelside too? (but without the pipe leaking)

yes im working on it

---

Subject: Re: C&C Volcano  
Posted by [HaTe](#) on Fri, 26 Feb 2010 20:20:45 GMT  
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---

Wow. Impressive.

---

Subject: Re: C&C Volcano  
Posted by [Di3HardNL](#) on Fri, 26 Feb 2010 23:15:29 GMT  
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---

Gdi pipes are done to

Also I wasn't sure if this is better looking then the original, so I decided to make before and after screenshots.

By comparing them I was shocked to see how fucking ugly the original actually is

I can say by myself that this is definetely a big improvement.

Right now I am fixing the last bugs, while I am doing that I am still open for suggestions to add/change things for the tunnel.  
After that its releasing time

gdi pipes.

---

Subject: Re: C&C Volcano  
Posted by [Di3HardNL](#) on Fri, 26 Feb 2010 23:16:21 GMT  
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Before and after screenshots!

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Subject: Re: C&C Volcano  
Posted by [Raptor RSF](#) on Sat, 27 Feb 2010 00:04:12 GMT  
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Nice nice nice

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Subject: Re: C&C Volcano  
Posted by [ErroR](#) on Sat, 27 Feb 2010 10:16:48 GMT  
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That's a major makeover. Sexxy

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Subject: Re: C&C Volcano  
Posted by [Di3HardNL](#) on Sat, 27 Feb 2010 20:49:41 GMT  
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