Subject: C&C_Drift
Posted by R315r4z0r on Sun, 16 Oct 2011 18:25:48 GMT
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I decided to make a new Renegade map. I just started this morning so it might be a little while before I show more images. I will say that it's a much more 'normal' map than I usually create.

..So it isn't unnecessarily large like Epocilation and it wont feature any unique catches like I tend to try making with most of my maps. It's a straight forward Renegade map in scale with the other stock maps in Renegade.

Now I wouldn't have created this thread to just tell people I'm making the map. I'd of preferred to just wait til I had some images to show off. But the reason I made the thread is to discuss the name of the map.

Is the name "Drift" used for another Renegade map? I like the name but I don't want to use it if there is already a C&C_Drift. Does anyone know if it is available?

Subject: Re: C&C_Drift
Posted by zunnie on Sun, 16 Oct 2011 18:42:22 GMT
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I hope it won't be as gay as your text color.

Subject: Re: C&C_Drift
Posted by TankClash on Sun, 16 Oct 2011 19:15:44 GMT
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Good, need more maps anyway, use a pen side show bob.

Subject: Re: C&C_Drift
Posted by Aircraftkiller on Mon, 17 Oct 2011 01:30:13 GMT
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I've never heard of a level called Drift, but I do agree with Zunnie. Can we stop these posts that are colored in some random hue? It doesn't make you look unique. Your text just looks annoying and it makes me want to put you on my ignore list.

Subject: Re: C&C_Drift
Posted by R315r4z0r on Mon, 17 Oct 2011 04:00:02 GMT
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It's like that for more reasons than to just look pretty. But it's primarily for my own benefit since no one else posts in the same color I do.

Subject: Re: C&C_Drift
Posted by Aircraftkiller on Mon, 17 Oct 2011 04:43:50 GMT
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What difference does it make? It's not like we're all posting anonymously. I see your user name and avatar every time you post. The color just makes it annoying.

Subject: Re: C&C_Drift
Posted by R315r4z0r on Mon, 17 Oct 2011 06:25:39 GMT
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It's so I can find my posts out of everyone's without having to stop and look for a user name. Also makes it easy to see who quotes me.

But whatever, this is going off topic. I'll have some renders of the map hopefully by tomorrow.

Subject: Re: C&C_Drift
Posted by liquidv2 on Mon, 17 Oct 2011 07:04:17 GMT
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i feel like mine is somehow less offensive than his
and it compliments my signature!

edit PS iran is really cool

Subject: Re: C&C_Drift
Posted by Gohax on Mon, 17 Oct 2011 14:16:32 GMT
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Unique? Maybe I talk in this color, too.

On topic: No, I've never seen a map called Drift yet.

Subject: Re: C&C_Drift
Posted by GEORGE ZIMMER on Mon, 17 Oct 2011 23:15:11 GMT
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text color never bugged me, stop being faggots

Anyway, my initial expectations upon reading the title is that someone made some shitty racing map or something. But considering you're not a half bad level artist, I'm actually curious as to what the theme of a level called "drift" is like

please let it be a DM set on a massive ship adrift in the ocean, that'd be fucking cool

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Subject: Re: C&C_Drift
Posted by Generalcamo on Mon, 17 Oct 2011 23:19:53 GMT
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My new moniter cannot read your posts. I recommend changing your font to white (default)

Subject: Re: C&C_Drift
Posted by Jerad2142 on Tue, 18 Oct 2011 00:21:24 GMT
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Choosing a color to write in makes it easier for people to spot out others they want to ignore and not read their messages.

Subject: Re: C&C_Drift
Posted by R315r4z0r on Tue, 18 Oct 2011 00:58:50 GMT
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Ok, enough with the text color debate.

Here is an early render of the map so far. I haven't done very much with it... but the basic layout is pretty much complete.

Now I did say that it's scalable to stock Renegade maps. That might not exactly be accurate... as it ended up coming out a little bit longer than those maps... but that doesn't mean it is necessarily "big."

See for yourself. It isn't big, but it's not small either. I'd estimate about a 1-2 minute drive from WF to Airstrip.

Subject: Re: C&C_Drift
Posted by liquidv2 on Tue, 18 Oct 2011 03:46:26 GMT

play it once and see if you can hit the nod ref with a mrls arcing rockets from the other side of the wall

that would be a bitch to stop if meds covered it lol

Subject: Re: C&C_Drift
Posted by R315r4z0r on Tue, 18 Oct 2011 04:02:32 GMT

I can easily modify that cliff if that is a problem. But I don't think it will be. That cliff is much thicker than it looks.

Subject: Re: C&C_Drift
Posted by Aircraftkiller on Tue, 18 Oct 2011 04:06:41 GMT

Cliffs need more work - they're flat. Same problem Blazea ran into, it looks like someone just pulled their hands through clay without refining it. I'm not a big fan of the symmetrical nature of it either. I think there's room for pushing it farther than this. I know you're in an "early" stage but it has potential that would be a shame to waste on simply cloning the look of Renegade levels.

Subject: Re: C&C_Drift
Posted by R315r4z0r on Tue, 18 Oct 2011 04:26:29 GMT

Can you elaborate more on how you think it's symmetrical? I thought it had quite a different feeling for each base. It's the gameplay that matters and I see each team playing very differently from each other since neither base position shares the same advantages or disadvantages.

Subject: Re: C&C_Drift
Posted by Aircraftkiller on Tue, 18 Oct 2011 04:35:28 GMT

It's about 80% symmetrical. There isn't much that differentiates each base. They're both open. They both have a low/high road to take. There's nothing particularly different about each one from the images you've shown.

Also, please, don't tell me "it's the gameplay that matters" again. I'm well aware that it's important. If gameplay is all that matters, you shouldn't post images for people to discuss. It's a cop-out that many people use to avoid criticism of their work. I know you're better than that.

Subject: Re: C&C_Drift
Posted by R315r4z0r on Tue, 18 Oct 2011 05:27:33 GMT
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You took it the wrong way. I'm not trying to avoid any criticism or shy away from doing any work. I made this thread to discus ideas to make the map better and I intend to use any advise given. That's why I asked you to elaborate on why you thought it was symmetrical.

I meant it as in the gameplay, from how I see it, isn't going to be the same for each team as it would on a map like Hourglass or City.

ANYWAY, here are some of my plans:
-I think I'm going to make an infantry tunnel through that skinny cliff near GDI's base.

-I'm also going to put some sniper nests in two of the center cliffs.

-The middle open area of the field is going to be for Tiberium. I'm undecided if it's going to be one large shared field or two small fields within shooting distance of each other. I might make it one large field to make it harder for infantry travel.

Subject: Re: C&C_Drift
Posted by iRANian on Tue, 18 Oct 2011 10:42:32 GMT
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unicorn arty map

Subject: Re: C&C_Drift
Posted by NACHO-ARG on Tue, 18 Oct 2011 11:42:06 GMT
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looks interesting, make some tunels behind nod ref and in clif of the midle if is posible.

Subject: Re: C&C_Drift
Posted by crazfulla on Tue, 18 Oct 2011 19:53:57 GMT
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Looks nice so far. Not sure how ack thinks it looks symetrical, to me it's far from it. Blazea58's map is symetrical as hell... but who cares? There is more to a map than just looks, it also has to play well. That is where Glacier Flaying fails.

Subject: Re: C&C_Drift
Posted by liquidv2 on Tue, 18 Oct 2011 20:21:00 GMT

crazfulla wrote on Tue, 18 October 2011 14:53Looks nice so far. Not sure how ack thinks it looks symetrical, to me it's far from it. Blazea58's map is symetrical as hell... but who cares? There is more to a map than just looks, it also has to play well. That is where Glacier Flaying fails.

Aircraftkiller wrote on Mon, 17 October 2011 23:35Also, please, don't tell me "it's the gameplay that matters" again. I'm well aware that it's important. If gameplay is all that matters, you shouldn't post images for people to discuss.

Subject: Re: C&C_Drift
Posted by crazfulla on Tue, 18 Oct 2011 21:00:04 GMT

liquidv2 wrote on Tue, 18 October 2011 13:21
Stop waving your hairy arms around like that, it's distracting.

Subject: Re: C&C_Drift
Posted by Aircraftkiller on Tue, 18 Oct 2011 23:48:34 GMT

crazfulla wrote on Tue, 18 October 2011 15:53Looks nice so far. Not sure how ack thinks it looks symetrical, to me it's far from it. Blazea58's map is symetrical as hell...

He made an infantry-only level which is completely different than one that's got vehicles in it. Symmetrical qualities tend to make easily-defended choke points that cause games to be more about Nod's Artillery spam rather than any kind of tactics.

Subject: Re: C&C_Drift
Posted by GEORGE ZIMMER on Wed, 19 Oct 2011 01:06:30 GMT

The cliffs seem mostly alright to me, with the exception of the shorter ones. They could use some more polygons.

As for the design itself, it's pretty nice (and no it's not symmetrical, ACK). Although, Nod's base seems a little more open than GDI's, but that could just be the angle. Maybe supply a few more screenshots? Otherwise, I suggest placing down a small little mesa to block easy shots against the airstrip and such.

I'd also like to point out that the map seems rather unfriendly towards infantry. Maybe having the focus be the center area there for vehicles, then converting that upper area in the screenshot

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(which seems to only serve as an advantage for GDI) to an infantry-only area (how it'd look is up to you; be creative). Possibly give various vantage points against the center area (for snipers and the like).

Then, perhaps lower the bottom access area a little (along with the ocean level, obviously), to make it tough (if not impossible) for infantry in the new infantry only area to hit stuff down there. This means the center area is faster and has the most access, but is open to infantry fire, so setting up a solid assault is more difficult. The bottom area would be longer, but have a bit less risk of running into sniper fire.

If all that were done, it could actually be a really cool map.

Subject: Re: C&C_Drift
Posted by R315r4z0r on Fri, 21 Oct 2011 14:30:49 GMT
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Nod's base is technically more "open" but not as open to enemy fire. This is because GDI can't fire from off shore. The only way GDI would be able to hit the airstrip is if they either attacked from the front mid-level entrance or the back tunnel entrance. Attacking from the lower lever area would put the airstrip out of the line of fire.

GDI's base however, is vulnerable to artillery fire from all angles of the map. The higher level puts the refinery, and barracks at risk and the lower level puts the power plant and weapon's factory at risk. However, seeing as it would be hard for Nod to cover both entrances into GDI's base with strong artillery attacks, it would be easy for GDI to counter artilleries simply by flanking Nod's position.

I see what you're getting at with that infantry only high-area. I'll get back to you on that later since I don't have time to post more right now.

Subject: Re: C&C_Drift
Posted by iRANian on Fri, 21 Oct 2011 14:36:38 GMT
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Please lower the Artillery screen shake and splash if you're gonna make it an Arty map.

I don't like how the tunnel is at the back of Nod's base and so close to the Refinery. It appears you need a dedicated player inside the tunnel or in the field behind Refinery to defend it.

Are you gonna be adding some hilly terrain? I like how Conquest_Winter has this, it gives GDI tanks a better ability to get field control.

Subject: Re: C&C_Drift
Posted by R315r4z0r on Fri, 21 Oct 2011 18:22:48 GMT
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I haven't yet shaped the ground yet. There will be some more hills that make long range tank combat harder.

And I'll see what I can do about the screen shaking.