Subject: *COOL* New Terrain Tutorial
Posted by CNCWarpath on Sun, 16 Mar 2003 15:32:21 GMT
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Ive made a tutorial that will help all people that want to make good lokin terrain easy and u wont even have to model it!

Link http://cncgen.ttnetwk.com/terrain/terrain.htm

Subject: Cool
Posted by Skier222 on Sun, 16 Mar 2003 15:57:14 GMT
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Fricken cool, very nice, its really easy to do. You know if u set the stength to like 20 it looks alot better, otherwise very cool

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Subject: *COOL* New Terrain Tutorial
Posted by gendres on Sun, 16 Mar 2003 16:15:10 GMT
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Very good, pretty simple to do.

Subject: *COOL* New Terrain Tutorial
Posted by CNCWarpath on Sun, 16 Mar 2003 17:02:16 GMT
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Yea, once you have textured them they really look impressive!

Subject: *COOL* New Terrain Tutorial
Posted by bigwig992 on Sun, 16 Mar 2003 17:09:31 GMT
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He speaks the truth. I tryed it out, it works like a charm. I love you Warpath. Your my hero.

Subject: *COOL* New Terrain Tutorial
Posted by CNCWarpath on Sun, 16 Mar 2003 17:13:14 GMT
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lol

Subject: *COOL* New Terrain Tutorial
Posted by bigwig992 on Sun, 16 Mar 2003 17:14:09 GMT
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You get control over the terrain that only heightfeild can top.

Subject: *COOL* New Terrain Tutorial
Posted by CNCWarpath on Sun, 16 Mar 2003 17:16:05 GMT
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Good Job

Subject: *COOL* New Terrain Tutorial
Posted by Aircraftkiller on Sun, 16 Mar 2003 18:28:59 GMT
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That looks like pure shit.

This is why you model your maps. No mountains are that fucking high, or pointed and stretched out.

Subject: *COOL* New Terrain Tutorial
Posted by CNCWarpath on Sun, 16 Mar 2003 18:46:29 GMT
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Ack i was waiting for a reply..and listen its up to them what they make not you..and basically it said in the tutorial that its "BASIC" as its new it will be damn basic...which also means u can also tweak it, for beginners that cant map this will help them to make "terrain" end of story..

Subject: *COOL* New Terrain Tutorial
Posted by bigwig992 on Sun, 16 Mar 2003 19:09:22 GMT
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Not to mention i made that in 30 seconds .

Subject: *COOL* New Terrain Tutorial
Posted by Majiin Vegeta on Sun, 16 Mar 2003 19:13:16 GMT
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ACK grow up would ya

---

this is great i will try this when smallville finishes

Subject: *COOL* New Terrain Tutorial
Posted by Aircraftkiller on Sun, 16 Mar 2003 19:18:27 GMT
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Okay, whatever... I don't need to grow up, so get that out of your minds.

You're telling them to do the opposite of what they should be doing, learning Max and how to create proper terrain if they want to do maps. You can't make terrain for Renegade by using displacement maps without heavy overhauling to the original design. That's hardly a tutorial for a beginner.

The least you could do is teach them how to manipulate polygons and vertexes before telling them to do stuff that you barely know how to work with.

Subject: *COOL* New Terrain Tutorial
Posted by iscripter on Sun, 16 Mar 2003 21:03:52 GMT
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CNCWarpath,

Can you please send me a zipped version of the tutorial with all images to webmaster@nodnl.net ?

Subject: *COOL* New Terrain Tutorial
Posted by CNCWarpath on Sun, 16 Mar 2003 22:00:21 GMT
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Ack i agree this wasnt intended for making map layouts, it was just a way to show people how to make "terrain" thats all i am not therefor showing them the opposite of making maps and funnily enough i am working on many tutorials..also i have been noticing that people are leaving the Renegade Modding Community..i am dedicated to renegade and my mod so i have no intentions of leaving so i thought maybe it was getting people down that terrain is just to hard so i thought of a innovative way of creating terrain..thats all man

---

Subject: *COOL* New Terrain Tutorial
Posted by Majiin Vegeta on Mon, 17 Mar 2003 01:30:54 GMT
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AircraftkillerOkay, whatever... I don't need to grow up, so get that out of your minds.

You're telling them to do the opposite of what they should be doing, learning Max and how to create proper terrain if they want to do maps. You can't make terrain for Renegade by using displacement maps without heavy overhauling to the original design. That's hardly a tutorial for a beginner.

The least you could do is teach them how to manipulate polygons and vertexes before telling them to do stuff that you barely know how to work with.

well yea your right...no need to says its shit..why didnt ya just say all that up there???

it worked well for the idea i had

Subject: *COOL* New Terrain Tutorial
Posted by Blazer on Mon, 17 Mar 2003 03:06:15 GMT
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bigwig992You get control over the terrain that only heightfeild can top.

Please see my sticky post on guidelines of the size of pictures you place in your posts.

Subject: *COOL* New Terrain Tutorial
Posted by Halo38 on Mon, 17 Mar 2003 12:31:44 GMT
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AircraftkillerOkay, whatever... I don't need to grow up, so get that out of your minds.

You're telling them to do the opposite of what they should be doing, learning Max and how to create proper terrain if they want to do maps. You can't make terrain for Renegade by using displacement maps without heavy overhauling to the original design. That's hardly a tutorial for a beginner.

The least you could do is teach them how to manipulate polygons and vertexes before telling them to do stuff that you barely know how to work with.

For once my fellow companions of the mod forums, Just this once and only this once in the entire history of Command & Conquer Renegade..... do I agree with Aircraftkiller

(make that in to a little dramatic reading DJ)

Subject: *COOL* New Terrain Tutorial
Posted by iscripter on Tue, 18 Mar 2003 07:45:47 GMT

This tutorials is also avaible at http://www.nodnl.net

Subject: *COOL* New Terrain Tutorial
Posted by Deafwasp on Tue, 18 Mar 2003 17:04:56 GMT

So if you want gay horrible terrain use this method.

Subject: *COOL* New Terrain Tutorial
Posted by iscripter on Tue, 18 Mar 2003 17:21:18 GMT

LOL, i dun care, i only host it