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Subject: C&C\_Savannas Announced!

Posted by [CNCWarpath](#) on Tue, 19 Aug 2003 00:12:23 GMT

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Here is a new typed map , Level Was Designed by Spike and Modelled By Spike, I have textured this map and i am fixing up problems , here are some pictures, please give back feedback! (Not All Map Is Shown)

Theme: C&C

Theatre: Jungle Meets Desert

Authors : Spike , Genocide

Images:

<http://www.n00bstories.com/image.fetch.php?id=1052635729>

<http://www.n00bstories.com/image.fetch.php?id=1281042871>

<http://www.n00bstories.com/image.fetch.php?id=1122174653>

<http://www.n00bstories.com/image.fetch.php?id=1199072113>

<http://www.n00bstories.com/image.fetch.php?id=1078977433>

<http://www.n00bstories.com/image.fetch.php?id=1184359410>

<http://www.n00bstories.com/image.fetch.php?id=1220658983>

Enjoy.

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Subject: C&C\_Savannas Announced!

Posted by [Spike](#) on Tue, 19 Aug 2003 00:23:10 GMT

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Nice textureing Genocide

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Subject: C&C\_Savannas Announced!

Posted by [Laser2150](#) on Tue, 19 Aug 2003 00:30:38 GMT

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I like its texturing as well, but that image (number 3) has this little Elevation with ugly textureing.

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Subject: C&C\_Savannas Announced!

Posted by [maytridy](#) on Tue, 19 Aug 2003 00:51:12 GMT

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Looks cool.

Is it for Warpath?

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Subject: C&C\_Savannas Announced!  
Posted by [Spike](#) on Tue, 19 Aug 2003 00:52:11 GMT  
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No i dont think so.

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Subject: C&C\_Savannas Announced!  
Posted by [CNCWarpath](#) on Tue, 19 Aug 2003 01:28:48 GMT  
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What water do you prefer, This (V2) or other (V1)

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Subject: C&C\_Savannas Announced!  
Posted by [mike9292](#) on Tue, 19 Aug 2003 01:42:53 GMT  
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go with the first water

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Subject: C&C\_Savannas Announced!  
Posted by [bigwig992](#) on Tue, 19 Aug 2003 02:10:43 GMT  
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I think you should just use water\_texture. I think it would go better with the "feel" of the night.

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Subject: C&C\_Savannas Announced!  
Posted by [TheMouse](#) on Tue, 19 Aug 2003 02:34:01 GMT  
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nice, but the rock moutian side texture is a little repetitive. nice job!

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Subject: C&C\_Savannas Announced!  
Posted by [Wild1](#) on Tue, 19 Aug 2003 03:30:15 GMT  
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Is the bridge destroyable?

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Subject: C&C\_Savannas Announced!  
Posted by [Spike](#) on Tue, 19 Aug 2003 04:02:36 GMT  
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Yes the bridge shall hopefully be destroyable.

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Subject: C&C\_Savannas Announced!  
Posted by [Dante](#) on Tue, 19 Aug 2003 06:24:47 GMT  
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suggestion:

that map fits perfectly with that TS lighting scheme that you see in bunkers, reborn, and a few other maps, i would suggest trying it out, and see how the level pans out, personally, i think it would fit in great with this layout/texture scheme.

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Subject: C&C\_Savannas Announced!  
Posted by [Aircraftkiller](#) on Tue, 19 Aug 2003 07:41:16 GMT  
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That level has a lot further to go before I'd label it as anything screenshot worthy. It looks about a step ahead of the levels released in October of 2002. Nothing new or different about it.

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Subject: C&C\_Savannas Announced!  
Posted by [CNCWarpath](#) on Tue, 19 Aug 2003 13:01:31 GMT  
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Ack, your good at what you do, but we are trying to get better as this is spikes first ever released map, we hope it will have a different feel to it , i have played many many maps and this just feels different.

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Subject: C&C\_Savannas Announced!  
Posted by [Spike](#) on Tue, 19 Aug 2003 17:06:21 GMT  
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We do not mind helpfull criticism, actually we like it as it helps improve our maps from more than one perspective, but some is helpfull and some isnt.

Helpfull

Dantesuggestion:

that map fits perfectly with that TS lighting scheme that you see in bunkers, reborn, and a few other maps, i would suggest trying it out, and see how the level pans out, personally, i think it would fit in great with this layout/texture scheme.

Not Helpfull

AircraftkillerThat level has a lot further to go before I'd label it as anything screenshot worthy. It looks about a step ahead of the levels released in October of 2002. Nothing new or different about it.

So please do not post if its not helpfull but feel free to point out problems or suggestions (Although we wont say no to and "Good work!" either )Thank you.

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Subject: C&C\_Savannas Announced!  
Posted by [Aircraftkiller](#) on Tue, 19 Aug 2003 18:12:46 GMT  
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Look, I'll post what I fucking want to post here. I'm going to give you my opinions and there's about >---< that much you'll be able to do about it. You don't like it? Tough shit.

If you think taking images of a square waterfall with some basic terrain is a good way to promote a level... I don't know what to tell you. Do you even \*look\* at what you're doing?

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Subject: C&C\_Savannas Announced!  
Posted by [CNCWarpath](#) on Tue, 19 Aug 2003 18:17:34 GMT  
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Ack, 2 words "Team Speak" , oh and for your mars level..how basic can u get

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Subject: C&C\_Savannas Announced!  
Posted by [Spike](#) on Tue, 19 Aug 2003 18:20:20 GMT  
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CNCWarpathAck, 2 words "Team Speak" , oh and for your mars level..how basic can u get

What do u mean how basic can u get on mars, have u seen his snow level!?

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Subject: C&C\_Savannas Announced!  
Posted by [maytridy](#) on Tue, 19 Aug 2003 18:25:44 GMT  
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He didn't make the terrain\complex, westwood did. He only textured it, and added some other

things.

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Subject: C&C\_Savannas Announced!

Posted by [Aircraftkiller](#) on Tue, 19 Aug 2003 18:26:43 GMT

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At the least, it looks more graphically pleasing than what you're doing, and the tunnel system is a hell of a lot more complex.

Just because it's small with three structures doesn't mean you know anything about it. I gave you one image for a comparison of the graphics quality between the unfinished and finished product. You give out like eight images of a poorly done level and think everyone should kiss your ass... That's not how it works.

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Subject: C&C\_Savannas Announced!

Posted by [CNCWarpath](#) on Tue, 19 Aug 2003 18:28:43 GMT

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So they should kiss urs instead? ack we all know u hate it when something is better than yours, thats why u criticise it.

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Subject: C&C\_Savannas Announced!

Posted by [Spike](#) on Tue, 19 Aug 2003 18:29:20 GMT

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How complex is the tunnel system that you made, ack? And I dont mean what WW made and you said you did.

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Subject: C&C\_Savannas Announced!

Posted by [Aircraftkiller](#) on Tue, 19 Aug 2003 18:31:12 GMT

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What would you know?

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Subject: C&C\_Savannas Announced!

Posted by [CNCWarpath](#) on Tue, 19 Aug 2003 18:33:38 GMT

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Come on children (ack) calm down now, its getting a little to hasty now, and ...hey who is the flamestarter, why ack of course , you should be ashamed of yourself, tut tut.

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Also i think you better STFU , what do u know?

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Subject: C&C\_Savannas Announced!

Posted by [Spike](#) on Tue, 19 Aug 2003 18:53:53 GMT

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Please move all further flame to Aircraftkillers Flameing thread, Thank you.  
<http://www.n00bstories.com/renforums/viewtopic.php?t=6962>

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