
Subject: C&C_LakeBed... it's a working title
Posted by [warranto](#) on Wed, 20 Aug 2003 21:44:58 GMT
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All I have is the mesh, but I would like people's opinions as to whether or not to attempt to make terrain for it. This map is meant more for the use of strategies, and isn't meant to be too athsteticly pleaseing. Or if someone likes the map enough to take it off my hands and see that it gets a more professional completion, then just ask. This map does need improvements in terms of the layout, currently from the RenX view, there are some area taht are too close together, and won't allow for people or vehicles to get through.

The Map:
<http://www.n00bstories.com/image.view.php?id=1134733996&gallery=901>

There is a bit of story to go with the map, explaining why a lakebed is so important (currently made up, and as far as the known C&C storyline goes, hasn't been discussed) but I'll save it for the readme if it gets done.

Subject: C&C_LakeBed... it's a working title
Posted by [Titan1x77](#) on Wed, 20 Aug 2003 21:54:42 GMT
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Is that the whole map or was it suppose to be a small lakebed in the map?

Subject: C&C_LakeBed... it's a working title
Posted by [warranto](#) on Wed, 20 Aug 2003 21:58:31 GMT
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A similar post was made in another forum so I'll just copy and past my response...it also further explains my intentions.

Like I said... lakebed, not lake. A lakebed is the bottom of a lake, and if they are able to get down ther, it obviously must be a dry lakebed -and as I said, it's aworking title that would have a story to explain it.. The walls can be fixed, like I said, lots needs to be fixed. It's just the basic idea that I want opinions on. Look at it this way, it's similar to a maze (also another title I was thinking of) that has numerous ways to the oponents base, and ways to get lost as well. As I stated it's not meant to be asthetically pleaseing, but rather offer some need for strategy to win. If it works like I planned, it won't be possible to stay in one place and hold down the mouse button, gaining points as you do so.

Edit: Oh and if it's needed, I can make the "mountains" less rounded. I just need to increase the polygons used.

Subject: C&C_LakeBed... it's a working title
Posted by [Deafwasp](#) on Wed, 20 Aug 2003 22:24:23 GMT
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looks like steaming crap.

Subject: C&C_LakeBed... it's a working title
Posted by [maytridy](#) on Wed, 20 Aug 2003 22:56:41 GMT
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Quote:looks like steaming crap.

Yeah, it needs work. It doesn't look realistic.

Subject: C&C_LakeBed... it's a working title
Posted by [warranto](#) on Wed, 20 Aug 2003 23:15:08 GMT
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It's not supposed to look too realistic. It's supposed to be a map that offers a different strategic challenge than from what's currently available. I'll admit, the map came to be because I was fooling around and experimenting with genocides "easy terrain" tutorial, and thought it would be an interesting strategy based map, rather than anything that's based on realism.

Subject: C&C_LakeBed... it's a working title
Posted by [Infinint](#) on Wed, 20 Aug 2003 23:20:52 GMT
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well then give it a strategic challenge and make it realistic or no one will download it, question: are the weird looking black zigzag lines like walls or something, I would suggest using mesh smooth then doing that or it just looks like crap. you can just smooth the top and make the sides of it look like cliffs and that makes it more realistic. I'll help you on this map if you want in the making realistic part if you want.

Subject: C&C_LakeBed... it's a working title
Posted by [forsaken](#) on Wed, 20 Aug 2003 23:25:11 GMT
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lol when I first read Deafwasp's post I thought it was just an insult or something, but when I looked at it for myself the black squiggly walls/lines do look like crap literally, I understand what you are trying to accomplish though, keep trying

Subject: C&C_LakeBed... it's a working title
Posted by [warranto](#) on Thu, 21 Aug 2003 06:05:03 GMT
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Well, maybe I wasn't clear enough, my fault. What I want input on is the idea of the map (as in if it was terrained nicely and all that, would the layout be challenging and fun to play?).. not the current look of the map itself as I know it currently looks awful and needs a lot of work. And yes those "black lines" are "mountains" As I explained earlier, I used Genocides "easy terrain" tutorial, and thats the effect you get at lower polygon numbers (you should see how it looks with the number of polygons used by the tutorial as an example... it looked even worse than it is now)

Subject: C&C_LakeBed... it's a working title
Posted by [Infinint](#) on Thu, 21 Aug 2003 08:36:29 GMT
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well if you need any help just e-mail me or better yet MSN page me at infinintmail@earthlink.net

Subject: C&C_LakeBed... it's a working title
Posted by [Deafwasp](#) on Thu, 21 Aug 2003 08:42:30 GMT
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forsakenlol when I first read Deafwasp's post I thought it was just a insult or something, but when I looked at it for myself the black squiggly walls/lines do look like crap literally , i understand what you are trying to accomplish though, keep trying

It was a "Constructive" insult. In that, it was justified.

Subject: C&C_LakeBed... it's a working title
Posted by [forsaken](#) on Thu, 21 Aug 2003 21:43:47 GMT
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yeah i was going to add constructive in front of insult, but you can never be sure sometimes lol

Subject: C&C_LakeBed... it's a working title
Posted by [warranto](#) on Fri, 22 Aug 2003 00:27:42 GMT
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Constructive or not, I don't care. Thats why I'm getting the communities ideas before I continue. If it the idea truely sucks, fee free to say so, no need to sugar coat it. I'd rather get eaten out on a not even half-finnished job, than waste my time finnishing and releasing something that wasn't worth my time.

Subject: C&C_LakeBed... it's a working title
Posted by [Skier222](#) on Fri, 22 Aug 2003 00:51:37 GMT
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wht the hell did u do to that perfectly good plane?

wht is that suppost to be, to me it just like random vertacies pulled straight up

Subject: C&C_LakeBed... it's a working title
Posted by [warranto](#) on Fri, 22 Aug 2003 01:07:28 GMT
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Random vertecies pulled straight up? More or less. Thats what Genocides "easy terrain" does. You use a paint program to create the terrain. It's supposed to be a maze-like map.

http://www.renhelp.co.uk/Tutorials/TUT_Displace

This will show how I got it as I did, and will hopefully explain why it looks like it does.

Subject: C&C_LakeBed... it's a working title
Posted by [mike9292](#) on Fri, 22 Aug 2003 01:29:28 GMT
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it would look better if u lowered the heights of the cliff a bit

Subject: C&C_LakeBed... it's a working title
Posted by [Infinint](#) on Fri, 22 Aug 2003 02:27:14 GMT
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if you did it in other then paint so that the spray paint was smooth then it look better
