
Subject: Collaboration Request

Posted by [Cpo64](#) on Sun, 26 Oct 2003 23:56:12 GMT

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Hello everyone,

I am making a costal map, and as I was "standing" on the beach, looking out over the water, I thought to my self "hey, ya know, a nice GDI Aircraft Carrier and maybe a destroyer or two would look perfect right there..."

So, now my request,

I am looking for a low poly, textured, GDI looking, Aircraft Carrier and Destroyer. Don't need bones or anything special, as they are just meant as a backdrop.

If you want to help with this, post here, or email me.

Are you good at building interiors? If you are, and are willing to help with the development of a map, please contact me.

Now for my email starcitsura@hotmail.com

Of course, if you help me, you will get all credit for your work, and all that other fun stuff

Subject: Collaboration Request

Posted by [Cpo64](#) on Sun, 26 Oct 2003 23:58:15 GMT

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This is the map thus far. Don't look as much like a golf course as it once did

Subject: Collaboration Request

Posted by [Aircraftkiller](#) on Mon, 27 Oct 2003 00:32:43 GMT

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Those "mountains" look very unnatural and ghey.

Subject: Collaboration Request
Posted by [Havoc 89](#) on Mon, 27 Oct 2003 00:34:28 GMT
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What he said

Subject: Collaboration Request
Posted by [Deafwasp](#) on Mon, 27 Oct 2003 01:03:42 GMT
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You know... Guy, you could just try to make it yourself. Or else all your asking is "Please make a map for me".

Subject: Re: Collaboration Request
Posted by [Sir Phoenixx](#) on Mon, 27 Oct 2003 01:36:58 GMT
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Cpo64Hello everyone,

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Have you ever seen a real aircraft carrier? They're just a box with about a half dozen segments for

the deck, and a few simple boxes for the tower, you should be completely able to create a low polygon aircraft carrier yourself.

Same thing for the interiors.

Subject: Collaboration Request

Posted by [Cpo64](#) on Mon, 27 Oct 2003 01:42:06 GMT

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What cuz I want someone to make a stupid boat?

oh yeah, thats makeing the hole map... :rolleyes:

As for the comment from ack, I am sure your mountains in country meadow is the most realistic example of terrain aswell...

The ship is just a background peice to add to the environment...

As for the building interiors, I suck at buildings, and, admitting so, I went looking for help, so glad I found a community that supports its members...

Yeah, thats right, I finaly broke, I have tried to be above the petty bickering, but you have this, and me being a tard and getting my msn acount stolen have pushed me over the edge...

I would turn this into a flame war, but I am not going to try and do that, because I do want to work together with some people in the community...

I was not doing this because I can't, but because there are people out there who are better at some things then me, so why not use there help?

Subject: Collaboration Request

Posted by [Cpo64](#) on Mon, 27 Oct 2003 01:44:10 GMT

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I don't have the abilty to create textures for it...

The main idea is not for me to have the work done for me, but to create a small project to bring the community closer together, guess my hope was missplaced

Subject: Collaboration Request

Posted by [Aircraftkiller](#) on Mon, 27 Oct 2003 01:55:52 GMT

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Quote:As for the comment from ack, I am sure your mountains in country meadow is the most

realistic example of terrain aswell...

No, they aren't, but they look a lot better than the example you provided.

Subject: Collaboration Request

Posted by [Cpo64](#) on Mon, 27 Oct 2003 01:58:27 GMT

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Well, how would you suggest making them more real? Haveing them shoot up 50 meters into the air perhaps? Sure, I will go do that... right now infact... give me a cupple of min...

Subject: Collaboration Request

Posted by [Cpo64](#) on Mon, 27 Oct 2003 02:20:18 GMT

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(Bahh, can't delete my own post :-/)

Subject: Collaboration Request

Posted by [Aircraftkiller](#) on Mon, 27 Oct 2003 03:20:15 GMT

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Aircraftkiller sighs and scratches Cpo64 off the "People with a clue" list...

Subject: Collaboration Request

Posted by [Cpo64](#) on Mon, 27 Oct 2003 03:53:43 GMT

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Yeah, sorry, I have been, kind of angry, my hotmail account was stolen, by me doing something stupid. I have close friends who are all over the country, and MSNM is my only communication with them, so I was, yeah, angry. My identity was stolen, and there was nothing I could do but wait for an answer from the teck support at passport.

And people ridiculing me only made things worse, and I reacted badly. I apologize and hope any damage I have done to my reputation will not be a permanent scar.

As the title of this thread indicates, I was simply trying to collaborate with some people in the

making a mod, you have several people, using there best talents, to make something. I simply wanted to try it on a smaller scale.

Subject: Collaboration Request

Posted by [bigwig992](#) on Mon, 27 Oct 2003 03:53:43 GMT

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The mountains look like you kinda just took a spline, extruded up, and scaled it down coming in (like most people do). Give them shape. Make the bottom half extend out more, make the top go in more, make the middle buldge out. Make them look random and natural. ACK is right, they do look unrealistic, just shape em up a bit. And calm down.

Subject: Collaboration Request

Posted by [Cpo64](#) on Mon, 27 Oct 2003 03:59:24 GMT

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Okay, I will put some more effort into the "mountains," but I was not showing off the map, I was looking for some people to work with...

I aplogise again for my actions, it was inaproprate, and disrspectful...

Subject: Collaboration Request

Posted by [kopaka649](#) on Mon, 27 Oct 2003 04:00:44 GMT

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i think it would be cool to have tunnels in the mountains, maybe leading to the top

Subject: Collaboration Request

Posted by [Cpo64](#) on Mon, 27 Oct 2003 04:17:52 GMT

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That is already a plan I have in motion

But tunnles are one of the last parts I will do, as if I change small portion of the terrain, I might have to adjust the tunnles to fit, and I don't want to do that

Why do something twice right?
