
Subject: C&C Woodland Finished
Posted by [Sanada78](#) on Fri, 21 Nov 2003 18:40:19 GMT
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I have finished and have compiled the map into a .mix file. Currently, it's not uploaded anywhere until I find somewhere to put it.

Anyway, here are a few images.

<http://www.n00bstories.com/image.view.php?id=1228568523>
<http://www.n00bstories.com/image.view.php?id=1295717812>
<http://www.n00bstories.com/image.view.php?id=1170405581>
<http://www.n00bstories.com/image.view.php?id=1257424521>
<http://www.n00bstories.com/image.view.php?id=1217306861>
<http://www.n00bstories.com/image.view.php?id=1094527783>

These pics are a little out-of-date. A few things have been changed but nothing major.

About the only major problem with tis map will be low FPS on less powerful computers. I could probably fix it by removing a few of the trees, but it'd make it not look right.

Subject: C&C Woodland Finished
Posted by [Aircraftkiller](#) on Fri, 21 Nov 2003 18:44:11 GMT
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It looks a bit rough around the edges. The concept is there, but using so many high-polygon trees was not really the solution to what you were attempting to create.

If anything, it looks "funky" since you have trees with almost 1,000 polygons, 500 and 250, then you have the standard Westwood trees with about 120 mixed in...

Looks "wrong" if you're following me here. Those bushes weren't very polygon friendly, either.

Subject: C&C Woodland Finished
Posted by [Sanada78](#) on Fri, 21 Nov 2003 18:56:09 GMT
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Thanks for your opinion.

I might consider removing the high polygon trees/bushes if they cause too much trouble and replace them with old Renegade ones that already populate the majority of the map. I was eager

I think I went a bit too far on ideas for one map and should've made it a bit more basic.

Subject: C&C Woodland Finished
Posted by [Havoc 89](#) on Fri, 21 Nov 2003 20:11:15 GMT
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nice work

Subject: C&C Woodland Finished
Posted by [spreegem](#) on Fri, 21 Nov 2003 21:03:16 GMT
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I think it looks good, you gotta find somewhere to upload it to, I could upload it to my site if you wanted, contact me through AIM, Yahoo, or MSN messenger if you wanna talk about it. . .

Subject: C&C Woodland Finished
Posted by [IRON FART](#) on Sat, 22 Nov 2003 01:29:31 GMT
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Quote:

Thanks for your opinion.

I might consider removing the high polygon trees/bushes if they cause too much trouble and replace them with old Renegade ones that already populate the majority of the map. I was eager

I think I went a bit too far on ideas for one map and should've made it a bit more basic.

Well, don't remove them entirely. Remove a few here and there, and use darker textures in areas that you want to look more populated.

And add other features to make it look populated also instead of just using high-polygon trees.

I personally won't have any trouble with all those trees, but if you did decide to change it, i'd use my advice.

Subject: C&C Woodland Finished
Posted by [Speedy059](#) on Sat, 22 Nov 2003 01:35:04 GMT
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http://www.renstation.net/uploads/files/Sanada/C&C_Woodland.zip - Download the map from there.

Subject: C&C Woodland Finished
Posted by [spreegem](#) on Sat, 22 Nov 2003 01:42:29 GMT

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Could I put it on my site?

Subject: C&C Woodland Finished
Posted by [Speedy059](#) on Sat, 22 Nov 2003 01:50:18 GMT
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Im sure he wouldn't mind.

Subject: C&C Woodland Finished
Posted by [spreegem](#) on Sat, 22 Nov 2003 03:21:29 GMT
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I can't find the map in my renegade data folder, what is it called?

Subject: C&C Woodland Finished
Posted by [Deafwasp](#) on Sat, 22 Nov 2003 05:33:40 GMT
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speedy059Im sure he wouldn't mind.

That's why he SHOULD ask, cause peeps like you Assume.

Subject: C&C Woodland Finished
Posted by [kawolsky](#) on Sat, 22 Nov 2003 10:28:00 GMT
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does anyone know where theres a good tutorial for making maps like this one and not "basic" maps, i can only find basic ones on renhelp

Subject: C&C Woodland Finished
Posted by [gendres](#) on Sat, 22 Nov 2003 10:35:29 GMT
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speedy059http://www.renstation.net/uploads/files/Sanada/C&C_Woodland.zip - Download the map from there.

dead link

Subject: C&C Woodland Finished
Posted by [Deactivated](#) on Sat, 22 Nov 2003 11:11:20 GMT
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gendresdead link

Revived link
<http://www.renstation.net/cgi-bin/schlabo/dl.pl?Woodland.zip>

Subject: C&C Woodland Finished
Posted by [Sanada78](#) on Sat, 22 Nov 2003 19:17:58 GMT
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spreegemCould I put it on my site?

I don't mind if you do.

Subject: C&C Woodland Finished
Posted by [m1a1_abrams](#) on Sun, 23 Nov 2003 00:26:15 GMT
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Amazing map, well done I disagree with ACK on this one, because I think that the mix of high and low poly trees gives the impression that everything is high poly, and makes the forest look more detailed than it is. My processor, at least, can handle this map, and there is something to be said for progress... you don't necessarily have to stick to the level of polygons in Renegade if modern computers can handle more detail.

You put some nice touches in this map. I really like how you placed the dead trees around the Tiberium fields, to give the impression that all the nutrients have been leached from the soil.

Subject: C&C Woodland Finished
Posted by [Speedy059](#) on Mon, 24 Nov 2003 08:38:01 GMT
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I just tested out Woodlands, its a very good map in my opinion. This map is being added to 2 of the Fastc0nn servers, don't want to let a good map go to waste
