
Subject: My attempt at a map...

Posted by [TheMouse](#) on Tue, 25 Nov 2003 03:38:11 GMT

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Ok, so I'm attempting to make a map. the setting is a couple of tropical islands (It is a DM. Not a DM islands ripoff though... it would be much different if it turns out.). I might start over with new terrain and make them a bit bigger with a bridge connecting them.

So, how is it? good? bad? a good attempt? or, as ack may put it, does it "look like ass?" keep in mind I've only been working on this for about a day.

Pics:

hmm, now that I look at it, it looks kinda like a smily face...

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Posted by [kawolsky](#) on Tue, 25 Nov 2003 19:29:53 GMT

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its ok i suppose.....could do with making it a bit bigger.....and yea it does look like a smily face
C&C_Smiley_Face

Subject: My attempt at a map...

Posted by [Adavanze](#) on Wed, 26 Nov 2003 18:35:48 GMT

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the edges are a lil bit rough in it.

Subject: My attempt at a map...

Posted by [Cpo64](#) on Wed, 26 Nov 2003 19:16:06 GMT

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You might want to use mesh smooth, or tessalate

Subject: My attempt at a map...

Posted by [gendres](#) on Wed, 26 Nov 2003 19:21:19 GMT

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Yeah, do what he said. People don't usually like triangular islands

Subject: My attempt at a map...

Posted by [IRON FART](#) on Wed, 26 Nov 2003 19:40:26 GMT

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Ya get some smoothing in there, and add more to it (the whole terrain is 96 polygons!!). It looks VERY small!

And also add some vertex paint to that the water-sand area isn't a crisp line, and so there is some variation in the hills/sand.
