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Subject: New map! please someone tell me what you think of it  
Posted by [deadaim00](#) on Sat, 31 Jan 2004 16:14:12 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1392281486>

There is one image

<http://www.n00bstories.com/image.fetch.php?id=1367973004>

Theres the other image. Please tell me what you tink anybody

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Subject: New map! please someone tell me what you think of it  
Posted by [kawolsky](#) on Sat, 31 Jan 2004 17:20:43 GMT

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it has allot of potential, just needs allot more work and it could turn into a decent map.

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Subject: New map! please someone tell me what you think of it  
Posted by [SuperFlyingEngi](#) on Sat, 31 Jan 2004 17:37:04 GMT

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Be sure to work those ridges around the bases into the landscape or it will look really silly. This was always my downfall when I made Starcraft maps.

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Subject: New map! please someone tell me what you think of it  
Posted by [Sir Phoenixx](#) on Sat, 31 Jan 2004 18:01:20 GMT

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It looks terrible right now. There's no detail, no variation, it's just empty. The mountains aren't even shaped like mountains, they just look like big walls. The current mountains should be half as tall, and shaped like low mountains, with something around the map so it doesn't look like it just ends. The terrain needs to look alot more natural.

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Subject: New map! please someone tell me what you think of it  
Posted by [deadaim00](#) on Sun, 01 Feb 2004 02:43:21 GMT

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ummm, they are walls..... :rolleyes: Thoes "mountains" are just there until i put the walls up.  
Thanks for your comments keep um coming.

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Subject: New map! please someone tell me what you think of it  
Posted by [Laser2150](#) on Sun, 01 Feb 2004 03:19:04 GMT

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\*comes out of the shadows\*

to repetitive.

Fix the Textures, add more textures and make the map less symmetrical.

And if your going to make those walls....

DON'T

Gaint Walls are ugly, and your map is to big.

\*crawls back into shadows\*

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Subject: New map! please someone tell me what you think of it  
Posted by [Jaspah](#) on Sun, 01 Feb 2004 03:34:21 GMT

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\*Follows Laser into shadows only to find a personal stripper club. \*

Back on topic. If you put mountains to box the map in, you might want to consider resizing the plane because you are going to have some very narrow pathways.

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Subject: New map! please someone tell me what you think of it  
Posted by [deadaim00](#) on Sun, 01 Feb 2004 06:23:15 GMT

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new screenies on the way now

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Subject: New map! please someone tell me what you think of it  
Posted by [deadaim00](#) on Sun, 01 Feb 2004 06:26:21 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1262315219>

<http://www.n00bstories.com/image.fetch.php?id=1354472419>

<http://www.n00bstories.com/image.fetch.php?id=1236316649>

<http://www.n00bstories.com/image.fetch.php?id=1304005856>

<http://www.n00bstories.com/image.fetch.php?id=1299082674>

Ok there are all the images of my progress so far. Tell me if you like them 1 of them is just there to show you the tunnels on the map k thanks. Post away anyone. P.S Dont mind the like 1 and a half textures, it just looks like that from high above, believe me there are more

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Subject: New map! please someone tell me what you think of it  
Posted by [ThunderChicken](#) on Sun, 01 Feb 2004 08:01:17 GMT  
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It's getting better.  
I look forward to whoring the Refinery with an Artillery from the top of the hill..

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Subject: New map! please someone tell me what you think of it  
Posted by [Dante](#) on Sun, 01 Feb 2004 09:44:24 GMT  
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instead of having two distinct meshes (one for grass, one for mountains) do a bit more mixing of them, take all those rocks etc... and alpha blend attach them into the flat grass terrain mesh.

also, it seems that the mountains hit the grass too hard, drive to the hills, and look how the mountains meet the grass, its more of a mending, rather than rock-grass meeting.

i see this map as a dark/foggy/rainy map, good so far, just don't get lazy.

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Subject: New map! please someone tell me what you think of it  
Posted by [spreegem](#) on Sun, 01 Feb 2004 15:35:59 GMT  
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How do you alpha blend two textures together? There is a tutorial on RenHelp, but it shows you how to alpha blend a texture and a color or something like that.

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Subject: New map! please someone tell me what you think of it  
Posted by [CnCsoldier08](#) on Mon, 02 Feb 2004 05:06:03 GMT  
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<http://www.renhelp.co.uk>....do somerhino's basic terrain tutorial. it will help and teaches all the basics.

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Subject: New map! please someone tell me what you think of it  
Posted by [IRON FART](#) on Mon, 02 Feb 2004 07:05:07 GMT  
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Use meshsmooth on the mountains on the inside...they look very blocky.

Also divide diferent terrains up by selecting the vertexes, right clicking and detatching. Then use

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Alpha Blend to vary the texture a much as possible.

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Subject: New map! please someone tell me what you think of it

Posted by [gibberish](#) on Mon, 02 Feb 2004 08:46:02 GMT

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When you are standing in the middle of the map looking at either base there is a gap down the left hand side of each base (between the wall and the edge or the map)

Is there a game play reason for this gap ?

If not I would suggest you extend the wall straight across to the edge of the map, and get rid of the gap.

Just my 2 cents.

Gib

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Subject: New map! please someone tell me what you think of it

Posted by [bigwig992](#) on Mon, 02 Feb 2004 18:57:36 GMT

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Do what dante said, alpha blend in some grass on the flat parts of the cliff, it will look more C&C'ish. If you don't feel like fiddling with alpha blend then atleast detach the flat/sloped polys and add the grass to those. Also, the cliffs (especcly on the outside) texture is too small, make them bigger. It was better then my first map .

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Subject: i disagree

Posted by [blackhand456](#) on Wed, 04 Feb 2004 02:47:28 GMT

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sounds crappy to me

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Subject: New map! please someone tell me what you think of it

Posted by [Laser2150](#) on Fri, 06 Feb 2004 16:52:48 GMT

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spreegemHow do you alpha blend two textures together? There is a tutorial on RenHelp, but it shows you how to alpha blend a texture and a color or something like that.

The color is used to indentify the places in which the second texture is.

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Subject: New map! please someone tell me what you think of it  
Posted by --oo00o00oo-- on Sat, 07 Feb 2004 07:22:10 GMT  
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all the polygons used to make up the outerwall mountian that are on the outside are wasted polygons. you should just delete them seeing how u will never see that side anyway.

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