Subject: Mutant Factory
Posted by StoneRook on Sun, 30 Mar 2003 05:11:23 GMT

See the movie :
http://modx.renevo.com/showthread.php?s=&threadid=158

in Divx5 Format - 9.80 meg file - rar...

or see the screenshots -

http://modx.renevo.com/showthread.php?s=&postid=266#post266

Brought to your by the good people of Renegade Evolutions....

Subject: Mutant Factory
Posted by Ingrownlip on Sun, 30 Mar 2003 06:12:38 GMT

Hey do the RenEvo forums work now?

(I'm also testing my new sig!   :twisted:)

Subject: Mutant Factory
Posted by Titan1x77 on Sun, 30 Mar 2003 06:19:08 GMT

thats nice!!!

Is he going to make any custom vehicles??

Is this gonna be a whole new mod or a part of an exsiting one?

Subject: Mutant Factory
Posted by StoneRook on Mon, 31 Mar 2003 00:12:50 GMT

not yet... soon

yes

yes

Subject: Mutant Factory
Posted by Predator on Mon, 31 Mar 2003 03:55:52 GMT
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ummm what was the second "yes" for?

Subject: Mutant Factory
Posted by Deafwasp on Mon, 31 Mar 2003 06:19:03 GMT
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the second yes is for "excitement"

But seriously. I am in charge of the mod he is working on. I am formally announcing it right now. The mod title is Command & Conquer: Mutants Revenge.

It takes place right were renegade leaves off. When Nod lost in the end of the game they released a virus into the atmosphere that mutated all of the earths population into muntants and other tiberium lifeforms.

Aircraftkiller and I are working on maps, Blazer is working on his part and so is Dante. Stonerook is in charge of bikini inspections and testing out our new line of condoms, which all have pictures of mutans printed on them.

We call them "Orgaz-mutants".

This is going to be the biggest mod in the community. And I as the directory have personnaly secured a deal with EAgames to have this be the official expansion pack of Renegade.

It is very exciting times....

*Cough*All Lies*COUGH*

Subject: Mutant Factory
Posted by StoneRook on Mon, 31 Mar 2003 13:54:12 GMT
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Deafwasp - please don't pollute my thread with FUD....

FUD stands for Fear, Uncertainty, Doubt.

The second yes was for the second question asked - it will be used in an a new mod and added to to one that is in use now.

Right now the building is in testing - with several custom features that Dante and Jon are trying to

resolve with scripts.

If all else fails - it will make an interesting building to add to the collection (as it functions as a people/vehicle generator)

BTW - the terrain you see in the video and pictures was made with a custom displacement map i made in PS7 and used the displace modifier in RenX...

Proof of concept you might say....

Subject: Mutant Factory
Posted by Rich[HN] on Mon, 31 Mar 2003 16:27:44 GMT
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Nice!

*me dibbles!

Can't wait

Subject: Mutant Factory
Posted by Deafwasp on Mon, 31 Mar 2003 17:34:24 GMT
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Sorry StoneRook, just having a spot of fun old boy.

Subject: Mutant Factory
Posted by General Havoc on Mon, 31 Mar 2003 17:56:37 GMT
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Besides if Aircraftkiller was involved in this modification then he would have removed the story by now saying you were trying to make it look better. Nice job guys, the mutant centre looks excellent so far. Should be a good modification guys.

_General Havoc

Subject: Mutant Factory
Posted by Blazer on Mon, 31 Mar 2003 19:19:29 GMT
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StoneRookBTW - the terrain you see in the video and pictures was made with a custom displacement map i made in PS7 and used the displace modifier in RenX...

This sounds interesting...going to elaborate further on that in the future?

Subject: Mutant Factory
Posted by StoneRook on Mon, 31 Mar 2003 19:52:37 GMT
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BlazerStoneRookBTW - the terrain you see in the video and pictures was made with a custom displacement map i made in PS7 and used the displace modifier in RenX...

This sounds interesting...going to elaborate further on that in the future?

Erm - well --- a while ago i was working with using Dante's displacement maps using the commando mode height field - but you know all the problems with the terrain making of that program.

so - in RenX - (3ds) - i looked up the displace modifier function - and made some nice looking terrain.

I brought it up here - because i saw someone posting about this method a few weeks ago - and people shot it down because they consider it crap.... and with my new policy of not getting into flame-wars (we are here to mod after all) - i didn't say anything...

you just need to make a better displacement map (with various shades of gray) to make it look more natural - black starts at 0 (bottom) and white is the maximum (you usually never use pure white - as this causes spikes)

there are drawbacks - to get a lot of detail - you need alot of polys. On the "gaming" impaired systems - that would cause some problems.

however - the method is pretty clear - just make your plane 100 by 100 with 100 segments (ie) - then add the displacement modifier - add your bmp of the area (i use ps7 to generate the map) - and then make the height displacement size to the maximum height you want it to go.... (i use 60 -- about the same height on City Flying).... you can play around with the other settings to make it different.. (noise - etc...)

(btw - this method is similar to the gmax tutorial method of adding a noise modifier)

the better the map(bmp) - the better the terrain...

to help - i made a gray scale for height - so i just use the eyedropper to select the height color i want....

granted - this method is a bit time consuming - but for a more organic looking map - it's the only way.... IMHO....
but - everyone is entitled to their opinion - no matter how wrong it may be...

btw - ps7 - photoshop seven...

Subject: Mutant Factory
Posted by General Havoc on Mon, 31 Mar 2003 21:16:11 GMT
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Yup, the tutorial is here http://www.nodnl.net/terrain/terrain/index.html . I also used dante's heightfield packs in the heightfield editor, they produced some quite good effects but the hieightfield as you said was limited. I think it can be a good way to do some terrain. I know someone (you know who) said it was a crap method and put the tutorial down. Using photoshop to make a greyscale image then using 3DS or Gmax to import it and make a heightfield from it may be of use.

_General Havoc

Subject: Mutant Factory
Posted by Titan1x77 on Mon, 31 Mar 2003 21:24:41 GMT
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Deafwasp
It takes place right were renegade leaves off. When Nod lost in the end of the game they released a virus into the atmosphere that mutated all of the earths population into muntants and other tiberium lifeforms.

That sounds like a good storyline for the mod!!

Also maybe some of the good mappers in the community can make a map or 2 for this mod.

Ive recently started go to get alot deeper into Ren-X and im willing to help out if so(if my maps arent up to par it's no big deal).

The displace method is a good start and then you can always edit your mesh any way you choose afterwards...I dont see why anyone would oppose to this method.