
Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [Dante](#) on Mon, 31 Mar 2003 22:31:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here are some recent renders of the terrain, will be puttin in the rest shortly, gonna try to get renders with buildings, but you all know thats a pain in da ass...

Dante

Pic one:

Pic two:

Pic three:

We will also be making about 5 desktop wallpapers for the map....

Desktop Wallpapers to be available for download 1st week or so of April...[/img]

Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [Try_lee](#) on Mon, 31 Mar 2003 22:43:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hmmmm... looks interesting although currently it looks very barren. I can't wait to see this map develop more though.

Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [Titan1x77](#) on Mon, 31 Mar 2003 23:30:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

was that rendered in bryce?

Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [Predator](#) on Mon, 31 Mar 2003 23:56:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

wow!!! that looks Great!!! you sure thats for renegade?! it looks so realistic!!!

Subject: New RenEvo Map Announced : C&C Blue Islands
Posted by [Sk8rRIMuk](#) on Tue, 01 Apr 2003 01:28:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have seen a lot of good stuff coming form RenEvo lately keep it up but...

Wheres the damm site...

You done more work on everything else.

-Sk8rRIMuk

Subject: New RenEvo Map Announced : C&C Blue Islands
Posted by [StoneRook](#) on Tue, 01 Apr 2003 13:45:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sk8rRIMukI have seen a lot of good stuff coming form RenEvo lately keep it up but...

Wheres the damm site...

You done more work on everything else.

-Sk8rRIMuk

hmmm- well - the new site is being coded now -- however - we at RenEvo care more about the game and making the mod's - then making sure the website is online (well - we would like it up - but we have priority on other things)

The new site will be better - and good things come to those who wait....

Subject: New RenEvo Map Announced : C&C Blue Islands
Posted by [Rich\[HN\]](#) on Tue, 01 Apr 2003 18:05:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Man that map is Sw33t!

I can't wait for the site and all the updates for Renegade!!

Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [Dante](#) on Tue, 01 Apr 2003 19:22:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Titan1x77was that rendered in Bryce?

yes, the preliminary layout and design of the map was done in Bryce, and i figured... why not squeeze out some renders before i export to 3ds...

anywayz, hope you guys enjoy the maps, as we are taking a WHOLE new approach to map making with RenEvo...

Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [Duke of Nukes](#) on Tue, 01 Apr 2003 19:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

that's gonna be hell on those of us with a 56k

Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [Dante](#) on Tue, 01 Apr 2003 19:37:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Duke of Nukesthat's gonna be hell on those of us with a 56k

if you are idiot modeler, and i keep the 37000 polys from Bryce, yes, but i have optimized it without sacrificing quality to under 400 polys what you see above.

Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [General Havoc](#) on Tue, 01 Apr 2003 21:43:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wow under 400 polys is pretty damn good for that. I hope that your new approach to map making at RenEvo works out well. I think you guys will make some good stuff in the near future. (Well, at least when everyone is over with this April fool crap)

_General Havoc

Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [Dante](#) on Wed, 02 Apr 2003 16:43:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok, guess what...

THIS ISN'T AN APRIL FOOLS JOKE

Subject: New RenEvo Map Announced : C&C Blue Islands
Posted by [Deafwasp](#) on Wed, 02 Apr 2003 16:56:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

good, cause if it was the joke would, totaly suck.

But how do you expect to make that a good renegade map. First off there is a clipping distance so you wouldnt be able to see all of it like in those shots. Secondly you have to go in and modify the terrain in order to put the buildings on it and make it a decent map.

And you probably never seen it from the player POV, so it may not look so good at ground level.

Keep us updated. Its a possibility it will still turn out good.

Subject: New RenEvo Map Announced : C&C Blue Islands
Posted by [Dante](#) on Wed, 02 Apr 2003 17:08:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Deafwaspgood, cause if it was the joke would, totaly suck.

But how do you expect to make that a good renegade map. First off there is a clipping distance so you wouldnt be able to see all of it like in those shots. Secondly you have to go in and modify the terrain in order to put the buildings on it and make it a decent map.

And you probably never seen it from the player POV, so it may not look so good at ground level.

Keep us updated. Its a possibility it will still turn out good.

*bows down to ack v.1.25

sorry about your luck and lack of knowledge in this department...

but it can be viewed that way (if you know what you are doing) and as well as "adding the buildings" wow, look, cut hole, align mesh....

now please keep the negativity to yourself, kthnx

Subject: New RenEvo Map Announced : C&C Blue Islands
Posted by [Vegito](#) on Wed, 02 Apr 2003 18:48:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:*bows down to ack v.1.25

Can we kill this one?

We surely dont need two.

And the map looks good dante.

Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [England](#) on Thu, 03 Apr 2003 18:00:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

VegitoQuote:*bows down to ack v.1.25

Can we kill this one?

We surely dont need two.

Yes, let me get my gun

Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [Deafwasp](#) on Thu, 03 Apr 2003 21:57:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

DanteDeafwaspgood, cause if it was the joke would, totaly suck.

But how do you expect to make that a good renegade map. First off there is a clipping distance so you wouldnt be able to see all of it like in those shots. Secondly you have to go in and modify the terrain in order to put the buildings on it and make it a decent map.

And you probably never seen it from the player POV, so it may not look so good at ground level.

Keep us updated. Its a possibility it will still turn out good.

*bows down to ack v.1.25

sorry about your luck and lack of knowledge in this department...

but it can be viewed that way (if you know what you are doing) and as well as "adding the buildings" wow, look, cut hole, align mesh....

now please keep the negativity to yourself, kthnx

I wasn't trying to be negative, I'm just stating that you have your work cut out for you. So to speak.

I'm sure at the end it will be a very beautiful map. I hope to play it myself when it is complete.

Cheers, Good Luck.

Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [PsycoArmy](#) on Fri, 04 Apr 2003 13:56:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey guys, long time no see.

Dante knows what he's doing, you negative biatch.

Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [maj.boredom](#) on Fri, 04 Apr 2003 14:21:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

This looks freaking amazing

Are you going to have flying units? It would be cool to have a battle with such a panoramic view in the background.

Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [Aircraftkiller](#) on Fri, 04 Apr 2003 14:28:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

DanteDeafwaspgood, cause if it was the joke would, totaly suck.

But how do you expect to make that a good renegade map. First off there is a clipping distance so you wouldn't be able to see all of it like in those shots. Secondly you have to go in and modify the terrain in order to put the buildings on it and make it a decent map.

And you probably never seen it from the player POV, so it may not look so good at ground level.

Keep us updated. Its a possibility it will still turn out good.

*bows down to ack v.1.25

sorry about your luck and lack of knowledge in this department...

but it can be viewed that way (if you know what you are doing) and as well as "adding the buildings" wow, look, cut hole, align mesh....

now please keep the negativity to yourself, kthnx

I resent that statement.

Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [Deafwasp](#) on Fri, 04 Apr 2003 17:37:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

i dont understand....?

Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [General Havoc](#) on Fri, 04 Apr 2003 19:07:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

"Resent" basically means to take offence by something. So ACK takes offence by something someone said in that quote.

_General Havoc
