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Subject: Cydonia Mars Map. pics etc.

Posted by [Blazea58](#) on Mon, 18 Oct 2004 09:09:26 GMT

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Well i finally got this map to the point where all i need to do is the level edit work, and a few texture changes.

I'm going to try and get this out for both renegade and Renalert, and have them both similar.

This will be a classic Deathmatch, but with rangers and supply trucks to cruise around in. And for renegade it would be cargo trucks, and buggies.

Here are a few screenshots from where its at right now. Ive gone and added exactly 184 rocks and boulders to the map, and they weigh in at 4500 polygons total, so its pretty much worth the detail. The full polygon count sits at 16,500, so there is still alot of room to add more to it if needed.

<http://www.n00bstories.com/image.fetch.php?id=1332601036>

<http://www.n00bstories.com/image.fetch.php?id=1267209996>

Far away with less fog.

<http://www.n00bstories.com/image.fetch.php?id=1097611064>

No fog , and zoomed out.

<http://www.n00bstories.com/image.fetch.php?id=1168549256>

<http://www.n00bstories.com/image.fetch.php?id=1394778358>

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