
Subject: Re: BHS CP3 Mapping Contest
Posted by [Blazea58](#) on Tue, 21 Jun 2005 13:39:01 GMT
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I have somewhat been doing a map on the side, but at this point im still unsure about layout of buildings etc, its very much in early stages and almost ready to be split up into different sections for blending.

What has made this map tricky is that i had started this map with a 1x1 plane and made a road then welded terrain to the sides to give it a perfect contour.

Other then that im not quite sure how much more time this would take since ive been caught up with roleplay2 and this new computer lol.

anyways here is 3 pics of the progress.

This map was mainly meant to test my new computers limits, as well as make a nice large open map with many hills and a road in the center.

Polygon count is around 32,000 and not optimized as of yet.
