

Hi all,

I play often on fan maps, seeing fan maps that are often just combinations of different textures on different sized boxes slowly depresses me. So I'm making this thread and updating it fairly often when I come up with new ideas to hopefully inspire the people still making maps.

You'll need to click the links to see anything bigger than 800x600

I'll start with a....

snow and ice based environment:

Dwarf Trees

<http://www.beringia.com/climate/images/permafrost-drunkfores t.jpg>

small "dwarf" trees are common in siberia and could be used in an interesting infantry only area to fight among also notice the contrast between the dark trees and the light sky - feels quite erie - also consider other plants with 'stunted' growth

Tunnels

<http://www.steinborn.org/gifs/alaska2/tuk-icehouse-permafros t.JPG>

Underground tunnels could be filled with Icicles - again could be used to hide behind - makes the user interact with the environment and it's better than just a straight tunnel

Glaciers

<http://www.chikyu.ac.jp/shiraiwa/glacier/glacierphoto/Siberi a/Siberia.jpg>

glaciers in siberia - back ground hills like this could be easily modlled and textured and provide an interestinly contrasting back drop to a map

Crystals

<http://www.thulebageren.dk/gallery/permafrost%20crystals.JPG>

Notice the shape of these permafrost ice crystals you could use a similar shapes in the textures on cave walls perhaps blended in maybe, adding in actual models of ice crystals in this type of shape to enhance their presence.

### Cut away hills

<http://seagrant.uaf.edu/news/04ASJ/images/permafrost.jpg>

more dwarf trees by a river - but notice the sharp drop from the top of the hill to the river - you usually see this where a glacier has passed (over a very very long time) and cut its way through the hills i'd assume due to the permafrost the hills don't erode away easily and often retain their shape.

<http://www.gi.alaska.edu/snowice/wedge.gif>

Another hill side carved out by a glacier - note the shape of the wall and the texture

### Permafrost mounds

[http://www.kennislink.nl/upload/135320\\_962\\_1124311347304-permafrostMethaanG.jpg](http://www.kennislink.nl/upload/135320_962_1124311347304-permafrostMethaanG.jpg)

better than a flat plane

### Threatening hills

[http://www.awi-bremerhaven.de/www-pot/geo/geopics/paleoperm1\\_A.jpg](http://www.awi-bremerhaven.de/www-pot/geo/geopics/paleoperm1_A.jpg)

Notice the sharp lines in these cliffs giving them an almost threatening feel complimenting the harsh environment

### Over hanging cliffs

<http://www.yukonheritage.com/Sign/00images/00dempsterslumpicicle.jpg>

Note the over hanging cliff and icicles with dead/dying grass on top - also looks quite threatening

### Man made structures

<http://tapseis.anl.gov/guide/photo/images/BLMAKMA660.jpg>

man made structures like pipelines also add to the environment while also being easy to make with much repeatable geometry and textures - the vertical lines in this pipeline also compliment the vertical lines of the trees in the back ground.

Mystery

<http://www.agsconsulting.com/images/misc002s.jpg>

and finally an abandoned log cabin also can give your map a bit of mystery

Thats all for this one feel free to debate/comment or request ideas on certain types of environments, I hope this inspires you to create something wonderful!

Stickying this because I love this idea--YSL

Edit: lol, I though it was deleted at first when I couldn't find it ty YSL

Re-stickied for two weeks. --YSL

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