

Shipyards - Harbour - Dock environment

Here's my take on elements you could focus on when making a dockyard environment

You'll have to click the links now as I'd rather they not get removed due to too much hot linking.

Cranes:

[http://grail.cs.washington.edu/projects/office/dewey/china/photos/shanghai/shipyard/cranes\\_m.jpg](http://grail.cs.washington.edu/projects/office/dewey/china/photos/shanghai/shipyard/cranes_m.jpg)

These structures could be appealing to snipers - note the way they dominate the sky line and their rusty appearance - rust is always a common sight in dockyards so adding rust to your textures will add to the feel of your map.

Crane and Scrap

<http://grail.cs.washington.edu/projects/office/dewey/china/photos/shanghai/shipyard/crane.jpg>

Here is an excellent high-res reference of a crane notice the rusty, desaturated and dull appearance - the scrap around it adds to the environment visually and gives players something to sneak around.

Shipyard workshop - warehouse

[http://mk23.image.pbase.com/u30/leojmelsrub/large/19106357.D\\_SCN0767.jpg](http://mk23.image.pbase.com/u30/leojmelsrub/large/19106357.D_SCN0767.jpg)

[http://content.answers.com/main/content/wp/en/3/3b/Compressed\\_gas\\_cylinders\\_mapp\\_and\\_oxygen.triddle.jpg](http://content.answers.com/main/content/wp/en/3/3b/Compressed_gas_cylinders_mapp_and_oxygen.triddle.jpg)

Large warehouses seen here can be made to have repeatable geometry (as well as textures) notice the concrete pillars on the left and frame work can all be easily repeated after you have made one - giving more detail in your map with less work and it looks pretty good too. - the objects found in such workshops are usually large and geometrically shaped like the large green machinery on the right of the top image and compressed gas cylinders remember GoldenEye? - <http://goldeneye.detstar.com/beta/stackedtanks.jpg>

## Dry docks

[http://www.shipyard-leda.hr/images/Launching/Launch%20bg/DSC\\_03098.JPG](http://www.shipyard-leda.hr/images/Launching/Launch%20bg/DSC_03098.JPG)

Imagine running around under a ship in a dry dock shooting at your enemies the supports have been damaged a lot suddenly there is a crack a crack and the ship collapses on top of you! - this type of event is easily created and animated in game with a damageable model (like the falling sand bags found in level edit)

## Docked ships

[http://www1.istockphoto.com/file\\_thumbview\\_approve/559970/2/istockphoto\\_559970\\_docked\\_ship.jpg](http://www1.istockphoto.com/file_thumbview_approve/559970/2/istockphoto_559970_docked_ship.jpg)

<http://www.canalmuseum.com/canalphotos/ships-19.jpg>

<http://jonesacthelp.com/images/Ship%20at%20Sea.jpg>

Placing docked ship models around the harbour will look better than just having a ocean extending out to the horizon, with docked ships you could also allow players to climb aboard and explore them placing container crates and other objects on the decks to add to gameplay and detail - you could also place the ships models in the distance out at sea to add to the environments visual detail.

## Shipping Containers

<http://www.katrinadestruction.com/images/d/12794-2/new+orleans+shipping+containers>

<http://www.marinefirefighting.com/Images/Familiarization/Container%20ship%20heavy%20load.jpg>

these could be used to easily create maze like environments and being soooooo easy to model there is no excuse not to make something interesting out of them.

## Vehicles

<http://www.almc.army.mil/alog/issues/JanFeb03/Web%20photos/M829%20Sidebar%20Photo.gif>

You could even make a fork lift truck that players could drive around running other players over

### Usable Cranes

<http://nevadanorthernrailway.net/images/Steam%20Crane/Steam%20Crane%202.jpg>

Cranes like these could be used by players to interact with their environment they could be set up as vehicles or turrets and have their animation collision mode set to Kill - you could also model a wrecking ball on the end if you preferred.

Gone in 60 seconds

(couldn't find an image)

Remember the last car chase around the docks under construction? could provide some inspiration too... possibly some exploding compressed cylinders?

This type fan map environment as never been done for renegade in 'great detail' before? could you be the first?

Have fun

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