
Subject: City map contest!

Posted by [YazooGang](#) on Tue, 07 Jul 2009 18:26:42 GMT

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Hello everybody. I see that people are having fun with the skin contest and i wanted more. So i retextured the City map and its ready. What you do in this contest is basicly turn the map upside down and make it better. (not really turn the objects 180*) Unfortunatly for the renx people, you cant be in the contest since its only for 3ds max.

Rules of the contest:

*Changing the buildings - Dont change them too much but the DieHardNL stuff are allowed.

*Chaning the textures - NO PORNOGRAPHY. I already make a good texture for the big poster but you can change it if you dont like it.

*Polygon count - Dont make high poly objects, if you know what your doing then dont worry about anything.

*Adding new thing in LE - Your welcomed to add new vehicles and new objects and place them in LE. Do not edit anything that would make a cheat.

*Renegade style - Try to stay at renegade style maybe a little bit.

*Flying map - Its your choice.

What you do:

Ok. You have a great idea of what to edit or add. Just do it.

So lets say you made a good map thats ready. Then you import it to LE and make the paths and all that stuff.

I havent done the lightning stuff so its your responsibility do it since your adding new things.

After the map is ready, you send me the map, the LE source and its max file through PM.

Then we both test it. If everything is good, then you make a video of it and upload it to youtube.

If you cant do that, i will take pics of the map for you.

When the due date is over, i will post the pics of the map to public and people will vote. I will not give out the name of the creator.

One thing, you dont just add objects, you can add new buildings, make the map larger.

Due date: August 9th, 2009

Tell me if i missed anything

I'm in this contest too. You have everything that i have so i dont cheat.

Here is the file.
