
Subject: Re: C&C_D-Day_AI_Co-Op.mix

Posted by [GEORGE ZIMMER](#) on Thu, 08 Oct 2009 22:33:35 GMT

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Altzan wrote on Thu, 08 October 2009 10:28: ErrorR wrote on Thu, 08 October 2009 07:54: Altzan wrote on Thu, 08 October 2009 15:52: I was gonna link to a great tutorial I used, there were two parts and part two showed how he made an awesome tunnel segment from 1 plane...

...but I can't find it

does it include a box and a few planes to cut it with boolean?

The first one started with one plane. He extruded some, warped the terrain a little bit, and then started copying pieces and rotating them to make a 'zero' shape. Decent mountains too.

In the second one he starts again with one plane and makes a tunnel segment. One of the last screenies shows Havoc standing in the completed tunnel which was textured white.

And on a side note, does a map HAVE to look realistic? I'll take gameplay over looks any day...

Although I am wondering how the heck those infantry are supposed to get to the Obby...

Ah, that was Blazea's. He wrote a pretty good tutorial, albeit hard to follow. That's the way you generally should make things though, by starting off of one plane and going from there. And no, not with a 100x100 plane and dragging crap around.

I dunno why it didn't get on Renegadehelp.net, it was one of the better ones... Maybe I'll write my own that's really easy to follow.

Also,

Quote: well no shit i just started did it one day of course i will make it look better and shit this is just the first look i will make it look way better than just what it looks like now i will spend 2 weeks on this or more

You don't really get how map making is usually done, do you? You don't just throw two planes on top of each other then add buildings then go from there. Even if it IS the starting bit, for one, you've shown history of releasing AWFUL maps.

For two, that's not the way you start a map, so it already looks to be shit. Restart it.
