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Subject: Re: Need help with a map

Posted by [GEORGE ZIMMER](#) on Tue, 29 Dec 2009 10:53:19 GMT

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crysis992 wrote on Mon, 28 December 2009 18:24

eh wtf is wrong with it? i made a nod and gdi base, a main field for "fights" and now im adding tunnels.

Firstly, just because it has a GDI and Nod base and a "main field for fights" does not mean it will be good. There is a huge amount of shitty fanmaps out there. Make yours NOT be mediocre. Aim for something higher.

Here, I'll even pick apart WHY exactly your map is shitty and you should redo it from scratch:

-The terrain is ugly. No two ways about it. Don't just drag vertexes upwards, this is an awful way to go about making a map. GoodOneDriver did the same shit for his map, that's why it looked awful.

-The tunnel is a basic cylindrical pipe. That's awful, and will be noticeably bad to the players. Seriously, my first ever thing I made in gmax was a tunnel that looked 10x better than that shit. I'm not trying to boast, but c'mon, you can do better- you even have 3DSmax...

-The walls are obviously just plopped down on the map. Willing to bet the bottoms still have a face on them that collide with the terrain below. Don't just plop objects down.

-A map with just some walls and a boring, obviously vertexes-dragged-upwards-to-make-mountains mountains for a field, and some more walls surrounding a base = very aesthetically unpleasing. I also don't see any unique gameplay coming out of this.

-The part near the Nod base seems pretty much useless, but your map "isn't finished" so I guess I shouldn't nitpick there. Still, it also looks awful.

-The map looks too spread out. If you plan to add in that big mountain area near the Nod base into the main map's area, it'll be even worse. This does NOT make for good gameplay in Renegade.

-The barriers of the center field are badly done. There's really no other way to go about it.

-The building set up looks terrible. Why is the obelisk so far away from the base entrance (especially when there's like 2 for Nod, people will be able to easily get into the Nod ref and the PP) when the AGT is so close to its entrance? Why is GDI's refinery facing right into a wall?

Just remake the whole map. I know you're going to jump right into "BUT ITS NOT FINISHED YET LOL", but get your head out of your ass and realize that it will fall into the pits of subpar maps that will go into the metaphorical Renegade landfill of shit.

crysis992 wrote on Mon, 28 December 2009 18:24 Later in LE i add the trees & other stuff.  
so wtf is wrong with it?

Go download a TON of fanmaps and look at the ones that look fucking awesome as compared to the ones that look shitty. No, seriously, not being sarcastic or a dick here, go list all the ones that look awesome, then list the ones you think look shitty. I'll pick those apart and tell you why they might be awesome and might be shitty (naturally some differences in opinion will occur).

Chances are likely, the ones that look shitty will have been built in a similar fashion to the way you're constructing your map right now.

I need to write up a tutorial on how to make a basic map sometime- the ones out there lead people in entirely the wrong direction and don't give them any insight on how to properly use gmax/3DSmax at ALL.

anant wrote on Mon, 28 December 2009 20:13GEORGE ZIMMER--->

<http://images.uncyc.org/pt/thumb/b/b7/Fffuuuuuuuuuuuuuuu.jpg/150px-Fffuuuuuuuuuuuuuuuuu.jpg>  
good job being an ass

Good job using an overused image that is fucking retarded as it stands to further prove you're incapable of supplying any form of argument with anything even remotely decent.