
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 09 Sep 2011 16:46:15 GMT

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I completely disagree. We've run game-play tests on it and the trees give an element of surprise that simply doesn't exist on stock Renegade levels. iRANian and I were taking a Mammoth/MRLS convoy through the meadows near the river and got ambushed by a Flame Tank that you simply could not see through the trees. There's so many different tactical opportunities available now that you aren't limited by a barren landscape.

Regarding the cave, I simply didn't see a reason to give it more polygons. This is technically a 1998 game. It's not UDK. I'm aware that it can use a "lot" of polygons, but it's just wasted detail in many cases. You'll rarely if ever notice it and the game's engine doesn't have the ability to bring that detail out. Without specular lighting, at the very least, adding more polygons to smooth out rocks just makes it look bad. The only real way to "light" something in this game is to either light map it or use the smoothing groups to give defined edges.

Yes, I already added the C&C95 AGT sound. I also replaced the tank cannons with the equivalent TD cannon sounds, except mine are noticeably higher quality so they'll sound similar but slightly different.
