
Subject: Re: Mediterranean Map

Posted by [sla.ro\(master\)](#) on Sat, 01 Oct 2011 08:02:04 GMT

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Aircraftkiller wrote on Sat, 01 October 2011 10:39 You showed a Renegade water texture, but it lacks the bump mapping shader and the material definitions required for it to look "semi-realistic" or even "realistic" by your own admission. That scene you're showing would require a lot of work to be game-ready or look like anything being made for current games (or even look up to par with Renegade's standards, 2002-era). I can understand what you were attempting to do, creating a bridge with some water running underneath it, but it lacks the subtle details that make a bridge look like a bridge.

The textures are stretched, the water doesn't have any kind of "movement" to it - the texture is perfectly straight and has no distortion where it would be flowing around the bridge.

Your bricks are also rather dull due to the fact that you're relying on the texture to show the details, rather than attempting to break up the tiling by modeling in some bricks yourself. The bricks on top of the lower bricks are stretched. The UVs were not laid out correctly, so they look bunched up and unnatural. You could fix this by making the texture scale proportional to the size of the object.

By the way, if you wanted to show some professionalism: try critiquing his work (Like I did with you) instead of simply bashing it because you got forced out of the project he's working on.

I have my own set of issues with Zunnie's work, but let's focus on you for now.

thats criticize for 'C&C_Enterway', who was a wrong map (name, too big for Ifantry only, etc.)

i made a new map, called 'C&C_Entryway", who doesn't have DOOM Textures, but concept is based on DOOM 2's first map.

here is my map, play it and tell me whats wrong with it, so i can fix it for official release (btw.. ignore the credits bug on gdi, will be fixed)
