
Subject: Re: TCW Tropical [wip]

Posted by [GEORGE ZIMMER](#) on Sun, 02 Oct 2011 10:45:59 GMT

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I like the general map concepts you come up with, but they really need work when it comes to the details. As iRANian pointed out, another bridge would be nice. To spice things up, add some crates for infantry to hide behind while shooting enemies on the other bridge. Could make for some fun infantry battles if done right.

Also, props feel just plopped down rather than intelligently placed- look at the original Renegade maps. Everything just kinda "fits".

I mean, imagine if C&C_Field didn't have the barn or the random little rocks around it (that weren't just plopped down), lacked the river, and lacked other little touches. And only had 1-2 textures.

Would it work? Sure, but it'd end up looking like crap and not be very immersing. From what I gather, the way the Westwood devs did their maps was by taking a general theme (a desert, a canyon, a city, etc), then thinking up a basic level design that possibly incorporates the theme in the form of obstacles/etc.

Where as yours seem to be the opposite- you take a general map concept, then kind of throw down a theme on top of it and "touch it up" afterwards. Problem is, it ends up looking like ass afterwards.

Again, I recommend looking at Renegade's maps and other really good maps, then try to understand why they're appealing.

Also, even though it's based on C&C3, the maps don't have to look exactly like a map from C&C3 on a smaller scale. I mean, you didn't exactly see giant indestructible walls that protected both players or a snowy cave area in the original C&C, but they worked them into Renegade. Think outside the box.

Hope this helps, and I'd love to see this really go somewhere
