
Subject: Re: C&C_Mangalia

Posted by [Jerad2142](#) on Tue, 04 Oct 2011 21:17:14 GMT

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crazfulla wrote on Tue, 04 October 2011 03:12 You obviously don't even know any fundamental techniques, and are in dire need of reading the goddamn renhelp site. Don't post here looking for help - the amount of help you need, no one would have time to provide. You need to go away, learn for yourself, then come back when you can make something that is even remotely presentable.

Thanks for that pile of crap, 90% of the fan maps out there suck and a lot of mine do as well, however even if a map is terrible if you release it someone will play it. I use minecrafts' quality and stolen gameplay to prove my point.

Everyone starts somewhere, it really doesn't matter if your learning from the best map maker in the world; chances are your first map will in some way suck. It takes practice to get good at, especially since every engine handles mapping differently.

If you want to get good at making maps at Renegade you have to work in Renegade, asking people what they think is the only way to improve upon it; this is often because in your eyes it always looks good because you made it. However, if when people ask the response are in general flaming them to death not only will they quit but others won't bother with it, and slowly fewer and fewer fan maps will be made until you have < 1 super awesome map being made a year.

I'd prefer 1000 bad maps being made a year opposed to none, because someone will find one of those maps to be fun to screw around on, and that just adds value to this game.

sla.ro(master) wrote on Tue, 04 October 2011 10:51 GEORGE ZIMMER wrote on Tue, 04 October 2011 19:45

3: The map utterly lacks design. There are no "hot points", no interesting features, not even a decent theme (badly design island with cartoony water..?).

Is the focus the island? Uh, okay, what elements of this island theme are being used? The water? The small size? Oh, wait, the map is huge. Sure, that's being fixed, but still. It just shows you had no intention of using any elements from your chosen theme.

3. the water looks nice from close up, but from far looks cartoonish, i will work on water more, because i want a more nice water looking

It's not really even about the water looking bad, cartoony water looks good in a cartoony environment, in the end it's all about choosing textures that fit well together so nothing stands out like "What the fuck, this water is fucking glowing blue under the orange sky" or whatever. The key is to make the water texture (and all the textures in the environment for that matter) reflect the atmosphere your aiming for. (If you want it to be a gloomy map most of the terrain textures should be more of a dark atmosphere and the water should have a murky appearance that doesn't stand out from the clouds).

Example

VS

Notice how badly the water stands out from the sky in the first one, granted that it doesn't really blend in with the sky all that great in the second, but I think you'll have a hard time finding a time of day for your sky with your current water texture.
