
Subject: Re: [TUT] Mapping Tutorial Series
Posted by [SSIDJTHED](#) on Fri, 13 Jan 2012 15:37:47 GMT
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Blazea58 wrote on Thu, 12 January 2012 17:13 Problem is that you just read a tutorial and followed it, then uploaded your own video of how to do it, without even learning how to use renx yourself lol. Seriously nobody needs to "Learn" how to press M and texture a flat plane. Ontop of that your teaching people how to "Stuff boxes into eachother" which is totally wrong. Maybe you should first learn how to use renx before actually teaching others And Since when did anyone UVW map things before actually seeing how it tiles with a texture displayed, must be too oblivious to realize you need to see the texture first, then decide on its texture scale.

I did try to say this before... It is meant to be very basic, and I didn't want to spend time making the best map you would ever see. Can I make a better map?... Yeah, I've mapped before, plus I am a mapper for a mod based off of C&C 3, I know how. I actually made the tutorial myself, I didn't just read the tutorials form anywhere when I made this.

The point of this mainly is how to make a map that works PROPERLY in multiplayer, not how to make the terrain. I will be teaching more advaced terrain later, as I might have said several times in the parts I've released.

Blazea58 wrote on Thu, 12 January 2012 17:13 You need to actually learn how to extrude before assuming you actually know what your doing after looking at a tutorial yourself for 30 minutes.

I've been using RenX since 2009, 3 years.... I think I would know how to simple extrude edges by then. (Shift+e and drag edge)

Blazea58 wrote on Thu, 12 January 2012 17:13 Took you an hour to place a flat plane, texture it with grass, add buildings, and build crappy walls around the bases. Next time don't read a single tutorial on how to map, before thinking you know all the steps to it yourself.

What takes me so long is the way I talk. If I wasn't speaking, or distracted, it wouldn't be hard, and I would go at a much faster pace, and again, I didn't bother with reading any tutorials, this is all from my memory.

Blazea58 wrote on Thu, 12 January 2012 17:13 Sorry i just don't get why you uploaded this, as there is already 20 other tutorials showing how to place a plane or box and texture them

My point was to make a Basic Tutorial... and when I mean basic, I mean basic. I will go into more advanced stuff as I have said. Also, I didn't really find any "good" tutorials on youtube, as well as the fact that there weren't many. I know there a lot more tutorials in text, but it usually is easier to follow through video instead of text

I understand why you might not like the series, but I did say this in my first post:
"The first parts are literally so basic, that experienced mappers may skip out on it, so if your new, be sure to watch the series!"

I did try to say, but w/e.
