
Subject: Re: [TUT] Mapping Tutorial Series
Posted by [SSIDJTHED](#) on Sat, 14 Jan 2012 17:21:06 GMT
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I don't map often for renegade, and most of my mapping projects are lost.

I did make a quick little map for my clan's Building server, called C&C_OpenField.mix

It's simply a map made specifically for building, didn't bother too much of how pretty it should look, since my clan leader did kinda rush me a bit.

But I also worked on a map for a mod call "Tiberium Redux" which is a mod based off of the w3d engine. I was working on a map called "Deadly Sertao" from C&C 3

<http://www.moddb.com/games/tiberium-redux>
(blogs arent up to date since 2010, and I am in the middle of actually remaking that map to make it look better.

But tbh, when I made other maps for other games, they never ended up getting finished. I have been making maps for: TF2, UDK, RA2, and also some other terrain made in "Blender", just for practicing purposes.
