
Subject: Re: Good job

Posted by [Ethenal](#) on Tue, 08 Jul 2014 17:12:56 GMT

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Serious question: do you really think that the maps in ACK's screenshots look better than Fjords? and when I say look better, I mean the fact that Fjords clearly has FAR more detail than either of the screenshots he posted, which seemingly share the exact same complaints I had about Orca_Height: a single uniform ground texture, an utter lack of scenery on the sides of the map, very random looking terrain obstructions, the very poorly textured walls... I mean jesus christ, it looks fucking terrible, that's all I'm saying.

I won't say the gameplay on those maps sucks because that isn't necessarily true, and I have no evidence to back up that assertion; I do, however, have very easily produced evidence (just look at the screenshots) of the fact that those maps look like absolute garbage! Look at the bottom screenshot: that is literally like, someone took 20 minutes to make a lumpy "terrain" in Gmax with only a grass texture on the ground, a dirt texture in that "indentation" in the ground, and the same dirt texture on the walls of the map... that's right, we've got a total of two textures for the terrain in that picture! And then they popped down the pre-made proxies for the buildings and voila - professional Renegade map. Also note the fan-made tank texture being worse than any of the stock textures, which is pretty funny since Renegade is 12 years old.

Meanwhile, in the bottom picture of Fjords, there's literally more detail on the side of the map that is completely inaccessible to the players than there is on the entirety of any of the playable surfaces of the maps which had screenshots posted!

Disclaimer: I'm not a mapper, and have never tried to make maps
