
Subject: C&C Mutation Preview

Posted by [NeoSaber](#) on Thu, 29 Apr 2004 23:56:51 GMT

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I've been working on a new map for the last few weeks. Well, few months is more accurate. It's gone through about a dozen revisions from scratch to get to a point where I like it.

http://www.cnc-source.com/gallery/categories.php?cat_id=88

It's C&C mode, and based on the mutated landscapes of Tiberian Sun: Firestorm, with an ion storm thundering overhead. Players will be able to harvest tiberium themselves if they want to, with several types available that are worth different amounts. Blue tiberium crystals will explode if they take enough damage.

The level has the exploding building animations I made, as well as the alternate models that I used in Seaside Canyon. I'm also animating a few of the mutated plants to make the environment feel a little more 'alive' and trying to kill you.

Probably still a few weeks away from being done. I have to finish some of the mutated plant models, as well as do some of the more technical (and annoying things) like vis generation.

Subject: C&C Mutation Preview

Posted by [Aircraftkiller](#) on Fri, 30 Apr 2004 00:10:14 GMT

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Needs more textures, mountains need blending, and the foliage should be further away from the Tiberium infected areas due to Tiberium poisoning leeching out most of the soil nutrients necessary for plant life to grow and survive.

Try adding other buildings besides the "Standard Four," it's getting real boring with just those.

How about adding a Construction Yard, Communications Center\Advanced Communications Center (You have the models, remember?), a Repair Facility (Please use the right version with the rep^GDI_pad.tga and rep^Nod_pad.tga textures) and a Tiberium Silo?

Or mix and match them somehow, just try to stray away from that "Standard Four" design.

Subject: C&C Mutation Preview

Posted by [NeoSaber](#) on Fri, 30 Apr 2004 00:17:24 GMT

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I've thought about more buildings, but Construction Yards are too big, requiring some larger overhauls and redesign to the map, Com Centers I've thought about, but it is in the middle of an ion storm so technically they should be useless. Repair pads though, I forgot about them, I might add them in now. And it has tiberium silos already.

I'm still working on texturing the mountains and a few other area. The mountains do look like crap right now, but I'm not sure what textures I want to blend in to fix that.

Subject: C&C Mutation Preview
Posted by [Try_lee](#) on Fri, 30 Apr 2004 01:39:26 GMT
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I take it that the green texture is meant to be the odd terrain type stuff that was in Firestorm. I don't know why, but it doesn't seem right... kinda like someone has just poured paint over the ground.
I'm not sure what to suggest to improve it apart from detail, but it wasn't exactly detailed in TS. Tricky...

Subject: C&C Mutation Preview
Posted by [IRON FART](#) on Fri, 30 Apr 2004 04:02:25 GMT
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I'd detach parts of the terrain in gmax so I could use more varied textures. You need to alpha blend more.

Subject: C&C Mutation Preview
Posted by [icedog90](#) on Fri, 30 Apr 2004 04:21:13 GMT
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Be careful not to detach TOO much. It looks good, a few blending bugs, and other various things, but I like it.

Subject: C&C Mutation Preview
Posted by [Blazer](#) on Fri, 30 Apr 2004 09:35:31 GMT
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That map looks like it could benefit from the view distance upgrade

Subject: C&C Mutation Preview
Posted by [snipefrag](#) on Fri, 30 Apr 2004 10:13:38 GMT
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Nice constructive reply ACK.

Subject: C&C Mutation Preview

Posted by --oo00o00oo-- on Fri, 30 Apr 2004 11:24:22 GMT

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^^ i too was also suprised by constructive reply.

i have some tiberium pods (the little cocoons with tib in the middle) if u want to take a look at em. i know they arent much but your are more than welcome to use em.

Subject: C&C Mutation Preview

Posted by [Sir Phoenixx](#) on Fri, 30 Apr 2004 12:16:45 GMT

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What's there to be surprised about? NeoSaber is on the RenAlert team along with Aircraftkiller, plus that map actually looks good.

Subject: C&C Mutation Preview

Posted by --oo00o00oo-- on Fri, 30 Apr 2004 12:37:39 GMT

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dont look to much into it. im not trying to start anything. just that this time the reply that was provided actual shows insight and input on how to improve on areas of the map.

also i was wondering...i remember one map "Bio" i believe that had tiberium viens in it. i also recall reading a "land mine" tutorial, where u can make an certain area damage vehicles and not infantry. maybe by combining these 2 features u could add an extra element to your map. just a thought.

Subject: C&C Mutation Preview

Posted by [gendres](#) on Fri, 30 Apr 2004 13:32:40 GMT

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Nice work. Just make the mountain texture less repetitive.

Subject: C&C Mutation Preview

Posted by [NeoSaber](#) on Fri, 30 Apr 2004 17:38:40 GMT

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BlazerThat map looks like it could benefit from the view distance upgrade

Actually, this one wouldn't. I've added in a somewhat heavy fog as part of the ion storm. Visibility on this map is supposed to be reduced.

--oo0o00oo--i have some tiberium pods (the little cocoons with tib in the middle) if u want to take a look at em. i know they arent much but your are more than welcome to use em.

Currently, I still need models of the giant blue crystal that's in blue tiberium fields, and the blue cactus-like plant. I'm having some trouble getting those two done.

If you (or any one else) have some of those (and are willing to let me use them), post some pics up so I can see if they fit what I need.

--oo0o00oo--also i was wondering...i remember one map "Bio" i believe that had tiberium viens in it. i also recall reading a "land mine" tutorial, where u can make an certain area damage vehicles and not infantry. maybe by combining these 2 features u could add an extra element to your map. just a thought.

I thought about adding that, but I don't think I have a place left to squeeze one in.

Subject: C&C Mutation Preview
Posted by [Sanada78](#) on Fri, 30 Apr 2004 18:32:21 GMT
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It looks nice. I like the Tiberian Sun style to the map.

When you say Ion Storm, do you mean a normal Thunder Storm that you get in Renegade, or have you done something different? Just wondering...

I'd agree with what others have said, try and improve the textures and blending a bit.

Subject: C&C Mutation Preview
Posted by [NeoSaber](#) on Fri, 30 Apr 2004 19:14:10 GMT
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Basically its all done with Renegade's weather settings (lightning, yellow cloudy sky, etc), but I have added in the ion storm ambient sounds from Tiberian Sun.

Subject: C&C Mutation Preview
Posted by [m1a1_abrams](#) on Fri, 30 Apr 2004 23:52:50 GMT
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Sounds like a good map idea.

One thing I would say, is that all those alternate skins you put in Seaside Canyon make the game look really messy. GDI doesn't look like a team if half of the tanks are gold and the other half are green. People already have the choice to download replacement skins if they want to, so I would

prefer to have the choice to see all of my team in a uniform colour.

And yes, I know... "if only they were skins and not textures"

Subject: C&C Mutation Preview

Posted by [NeoSaber](#) on Sat, 01 May 2004 17:46:07 GMT

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I've changed the texture tiling on the mountains and cliffs, I think it helps get rid of the repetitive feel while still preserving a good amount of detail. I also added in Repair Facilities.

I've updated the gallery with a few new images to show this. The ones labeled Mutation25 - Mutation30 are the new ones.

m1a1_abrams One thing I would say, is that all those alternate skins you put in Seaside Canyon make the game look really messy. GDI doesn't look like a team if half of the tanks are gold and the other half are green. People already have the choice to download replacement skins if they want to, so I would prefer to have the choice to see all of my team in a uniform colour.

I like being able to change to an alternate and have other people see the change, so they stay. If you don't want to see a change though, you could make a copy the original vehicle's textures and rename them to match the alternate ones. Stick those in your Data folder and you should see them instead of the alternates.

Subject: C&C Mutation Preview

Posted by [TnTANDY](#) on Sun, 02 May 2004 01:19:00 GMT

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"And" More and more people are using renguard, meaning alot of users deleting skins from their data directories, so, yeah adding these will make it stand out to other maps

Subject: C&C Mutation Preview

Posted by [NeoSaber](#) on Sun, 02 May 2004 23:21:29 GMT

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I've added in a new little feature to the map. Meteors fall out of the sky at random times. I've set it so they typically fall on tiberium fields, but there are a few other areas as well. When they hit, the resulting explosion will most likely be devastating to nearby soldiers and vehicles. I'm still tweaking the damage.

The gallery has been updated with new images of the meteors falling.

Subject: C&C Mutation Preview
Posted by [Titan1x77](#) on Mon, 03 May 2004 11:44:54 GMT
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Those meteors are a very nice touch.

how did you do it?

Subject: C&C Mutation Preview
Posted by [drunkill](#) on Mon, 03 May 2004 12:20:45 GMT
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yeah they do, looks a bit weird, but you won't notice it as much when its falling, just coz its still it looks retarded. but i think the tib needs to have the groth, notjust the texture, it needs the actual plant part.

but the rest looks great, keep up the work!

Subject: C&C Mutation Preview
Posted by [Aimbots](#) on Mon, 03 May 2004 12:23:33 GMT
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this map looks great.... :bigups:

Subject: C&C Mutation Preview
Posted by [NeoSaber](#) on Mon, 03 May 2004 17:09:16 GMT
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Titan1x77Those meteors are a very nice touch.

how did you do it?

A combination of a couple scripts, one of which I wrote myself. The meteors are an animation setup as a cinematic object. It has the script SUR_Timed_Death on it to destroy the object at the moment it reaches the ground, triggering its KilledExplosion (which uses a custom explosion model).

To get them to appear to begin with I wrote a script, Neo_CreateObject_RandomTimer (couldn't find one that did what I needed), and attached it to a temp version of a Daves Arrow. The script creates a preset, in this case the meteor, at the Daves Arrow's location at random times (between the Min and Max parameters on the script). The animation is setup so 0,0,0 on it (the Daves Arrow location) is actually the point of impact.

I also extracted the meteor falling and impact sounds from Tiberian Sun. They are a little quiet, but

if someone is near the point of impact, they should be able to hear the meteor falling.

Subject: C&C Mutation Preview
Posted by [icedog90](#) on Mon, 03 May 2004 23:13:40 GMT
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Here's those Veins for you.

Subject: C&C Mutation Preview
Posted by [ToXiC](#) on Tue, 04 May 2004 07:40:48 GMT
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I like Tiberian Sun (firestorm) shit.
Maybe an idea for an other map --> tiberian fiends

Subject: C&C Mutation Preview
Posted by [NeoSaber](#) on Wed, 05 May 2004 20:09:35 GMT
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Small update to the gallery. I've added in images of the blue moss stuff as well as a few showing what happens when you get too close to some of the mutated plants.

I still haven't been able to come up with models for the blue cactus and giant blue crystal. Every attempt I make at them comes out looking horrible. I'm thinking of just forgetting about them and moving on to other stuff since there's not much left to do other than a little texture work and vis generation.

Subject: C&C Mutation Preview
Posted by [deadaim00](#) on Wed, 05 May 2004 21:47:28 GMT
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Lol, that pink thing in C&C_Bio, looks like a giant (insert sex organ here) with teeth.

Subject: C&C Mutation Preview
Posted by [KIRBY098](#) on Thu, 06 May 2004 13:06:22 GMT
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Neo, this is VERY impressive stuff. I look forward to release. Could you possibly allow Blackhand

to release this in a map release to all Rengaurd users?

Subject: C&C Mutation Preview
Posted by [NeoSaber](#) on Thu, 06 May 2004 19:41:18 GMT
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I don't have a problem with Blackhand distributing it through Renguard, assuming some form of the readme goes along with it. I have a list of 'Special Thanks' in the readme that I wouldn't want left out.

Subject: C&C Mutation Preview
Posted by [Phoenix - Aeon](#) on Thu, 06 May 2004 20:33:26 GMT
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Which servers run this map?

Subject: C&C Mutation Preview
Posted by [NeoSaber](#) on Thu, 06 May 2004 20:51:54 GMT
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None at the moment, I'm still working on it.

Subject: C&C Mutation Preview
Posted by [NeoSaber](#) on Sun, 09 May 2004 15:59:44 GMT
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Just a little update (in case someone wants to know), I'm currently doing some final testing and fixing the little bugs I find. Should be ready to release Mutation in a day or two.
