Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Thu, 06 Jun 2002 11:57:00 GMT
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Ok, since images no longer work, go here. [June 09, 2002, 18:36: Message edited by: Bumpaneer]

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Thu, 06 Jun 2002 13:03:00 GMT
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w00t! Thanks a lot!

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Thu, 06 Jun 2002 13:06:00 GMT
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No problem, hope it helps. It was a very confusing subject, this should shed some light for people.

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Thu, 06 Jun 2002 13:13:00 GMT
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Coolness!!!do it - learn it - love it!

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Thu, 06 Jun 2002 19:15:00 GMT
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http://www.renegademods.info/users/o0Commander0o/Mt.jpg ty Zemekis, for providing your tutorial on how to create tunnelsThis Mountain contains 2 sniper points on both sides (in commando editor i would recommend placing a rock right before the exits on both sniper spots so snipers can get some cover)the 2 middle tunnels are kinda unusual but it looks goodGreat battles can take place just in that mountain...not including the rest of your great maps.So what should i do guys?release it or keep it for myselfneed atleast 5 people to ask for it before I do release it.

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Thu, 06 Jun 2002 19:18:00 GMT
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well it looks great... but in my personal opinion... i think it would be weird to see the same mountain in 8 different peoples maps... i could see seeing buildings in others but not mountains... but thats just my opinion.. btw... great lookin mountain!

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Thu, 06 Jun 2002 19:19:00 GMT
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you could just kinda blend it together with other Mountains on your map already (with the same texture i used so it looks good and matches)ty   it only took about 30 mins to donot bad eh?

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Thu, 06 Jun 2002 19:55:00 GMT
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Greg, if you read this by any chance could you comment on the correctness of the tutorial? Thanks for all your help!

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Thu, 06 Jun 2002 20:55:00 GMT
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look here!

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Thu, 06 Jun 2002 22:01:00 GMT
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if you gave the thing a movement animation instead of visibility that would be cool(big globe rolling down hand of nod)

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Thu, 06 Jun 2002 22:19:00 GMT
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the bump has done it again!

Subject: Tutorial: Aggregates & Emitters -- Please Comment

Posted by Anonymous on Fri, 07 Jun 2002 00:01:00 GMT
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the imgs did not work-O-R-C-A-

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Fri, 07 Jun 2002 03:51:00 GMT
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i guess not...

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Fri, 07 Jun 2002 04:27:00 GMT
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quote:Originally posted by JEHS2:if you gave the thing a movement animation instead of visibility that would be cool(big globe rolling down hand of nod)Hmmm - you must not of went here:www.bright.net/~bsunagel   shameless plug and bump!

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Fri, 07 Jun 2002 10:14:00 GMT
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looks good commander

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Fri, 07 Jun 2002 10:17:00 GMT
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always need more pre-fabs!make some elevators in it....   and it looks cool btw   [June 07, 2002, 10:18: Message edited by: StoneRook]

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Fri, 07 Jun 2002 13:12:00 GMT
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very nice mountain! put it up for download so we can use it in our maps!

Subject: Tutorial: Aggregates & Emitters -- Please Comment

Posted by Anonymous Anonymous on Fri, 07 Jun 2002 13:35:00 GMT
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yes

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Fri, 07 Jun 2002 14:47:00 GMT
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commander.. you know where you can put it

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Fri, 07 Jun 2002 14:52:00 GMT
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Nice stuff. However i encourage having all new maps being as unique as possible... I agree with
Zavian on this. Your mountain looks cool, but you should keep it for yourself, use it in your own
map, that way your map will be unique.I mean, other people can make their own tunnels can't
they? It ain't that hard, it's just a bit of sculpting...

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Fri, 07 Jun 2002 14:55:00 GMT
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I understand the desire to share... Always good to share...How about seeing it this way: You share
your moutain with us while we're killin' each other in it! Now that's the best way you could share it
with us.

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Fri, 07 Jun 2002 15:03:00 GMT
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well its not my BEST thats kinda why i am so willing to let others use it...more so as a learning
experiencethats kinda the purpose of a prefab...to learn frombtw Zemekis...we should talk some
time..please consider e-mailing me when your not busy

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Fri, 07 Jun 2002 15:52:00 GMT
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Bump

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Fri, 07 Jun 2002 21:01:00 GMT
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people should make Video type of tutriols they would be alot easer

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Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Sat, 08 Jun 2002 00:24:00 GMT
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you could always add the elevators to be unique

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Sat, 08 Jun 2002 03:20:00 GMT
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to the moon alice~

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Sat, 08 Jun 2002 03:40:00 GMT
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video's are for kids...

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Sat, 08 Jun 2002 05:12:00 GMT
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release it as a prefab

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Sat, 08 Jun 2002 16:10:00 GMT
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Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Sat, 08 Jun 2002 16:53:00 GMT
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Contact me if you like o0Commander0o, my e-mail is in my tutorial.

Subject: Tutorial: Aggregates & Emitters -- Please Comment
Posted by Anonymous on Sun, 09 Jun 2002 18:20:00 GMT
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Any other questions/comments?