
Subject: SG: Terrain design for any good mappers.
Posted by [Anonymous](#) on Thu, 10 Oct 2002 22:24:00 GMT
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Firstly, take a look at this picture.It's my ideal map design so far. Similar in layout to C&C_Under except the bases are higher than the battlefield. The map would also be quite large, similar in size to C&C_City. Ideally, it would be situated around a beach head, in the glaring summer sun.If i could model in GMAX i would love to design this landscape myself, but unfortunately i'm totally clueless.I'm submitting this idea here so that somebody more capable than myself will be able to create it.Just imagine the map ingame, i think it'll look great.Lemme know your opinions. [October 10, 2002, 22:40: Message edited by: npsmith82]

Subject: SG: Terrain design for any good mappers.
Posted by [Anonymous](#) on Thu, 10 Oct 2002 22:54:00 GMT
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I can design it, no Problem, but it will take up to 2weeks, cos lhave sth. other to do

Subject: SG: Terrain design for any good mappers.
Posted by [Anonymous](#) on Thu, 10 Oct 2002 23:37:00 GMT
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I could do it easily.One thing though... The spiky metal objects are called hedgehogs.

Subject: SG: Terrain design for any good mappers.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 04:04:00 GMT
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ACK put down the dictionary Like the map, if i was a good mapper i would do it for you. But it seems you have two other mappers who should do it just fine. The map reminds me of a beach map i was thinking about doing. It looked alittle like yours.Like the drawing

Subject: SG: Terrain design for any good mappers.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 05:48:00 GMT
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That resembles Conquest Island to an extent.

Subject: SG: Terrain design for any good mappers.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 06:54:00 GMT

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Wow, that is like identical to what Oasis was gonna be like... but I quit on that map as I started school and did not have the time for the intensely complicated tunnels, mountains and AI.

Subject: SG: Terrain design for any good mappers.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 06:56:00 GMT
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Oh yeah, I can give it a shot if you want.

Subject: SG: Terrain design for any good mappers.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 11:13:00 GMT
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Who should make the map now?

Subject: SG: Terrain design for any good mappers.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 12:07:00 GMT
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quote:Originally posted by aircraftkiller2001:I could do it easily.One thing though... The spiky metal objects are called hedgehogs.Really? I've always known them as dragons teeth since the good ol' days of Total Annihilation.It'd be great if you could make it.This brain of mine is totally buzzin full of map ideas, it's just a shame i can't make them myself.

Subject: SG: Terrain design for any good mappers.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 12:29:00 GMT
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i think you can call them either dragon teeth or hedgehogs. total annihilation . . . those were the days . . .why dont you try to learn how to use gmax ? there are many tutorials around and most people will try to help. [October 11, 2002, 00:30: Message edited by: Steven Denman]

Subject: SG: Terrain design for any good mappers.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 12:37:00 GMT
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small insectivorous mammals of the family Erinaceidae of Europe, Africa, and Asia, having the back covered with dense erectile spines and characteristically rolling into a ball for protection. Any

of several spiny animals, such as the porcupine, that are similar to the hedgehog. A well fortified military position. An antisubmarine weapon consisting of several rows of mortar-like dischargers positioned to fire in a circular pattern ahead of a ship. An obstacle used against tanks and landing craft, consisting of three crossed iron bars welded or bolted together.

Subject: SG: Terrain design for any good mappers.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 14:08:00 GMT
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Whenever i need a term spelled correctly, or a defination of a word, ill turn to aircraftkiller

Subject: SG: Terrain design for any good mappers.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 14:19:00 GMT
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quote:Originally posted by ApacheRSG:Oh yeah, I can give it a shot if you want.Excellent, i'd really appreciate it if any of you had a go at making it.ACK, you are more than welcome to make the map yourself. Tho i wasn't too sure if you'd find the time considering all the DM maps you're working on right now.Laubi, you should also give it a try. Apache, your efforts would also be very well appreciated.Once it's made we'll decide the better one.I'm looking forward to seeing the end results when this map is done... fill me in with details as you're creating it.Thanks all.

Subject: SG: Terrain design for any good mappers.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 14:22:00 GMT
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Look at <http://mods.cncrenegade.com/somerhino/cibeta.html> . It is almost exactly the same layout, just that it's a night map. It might be what you're looking for, but it's still under construction.

Subject: SG: Terrain design for any good mappers.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 15:07:00 GMT
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Oh, that's just insane if there's already a map with the same layout...I instantly thought of the idea, then i started this thread - weird, maybe i'm showing the psychic side of me?
