
Subject: Another WIP map.

Posted by [Naamloos](#) on Tue, 10 Jan 2006 18:37:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have been working on another map again. I know snowstorm isn't fully finished at this time yet but I'm having some problems with it.

This map will have something snowstorm was supposed to have but didn't because it was already too large.

It will be a multi stage complex which will work as an "assault" mode map. This means in this case Nod players won't be able to play, or atleast very limited. Lot's of bots, defenses and other "traps" will be laying around.

Here some early screens from the "first stage":

<http://www.n00bstories.com/image.fetch.php?id=1052417201>

<http://www.n00bstories.com/image.fetch.php?id=1020666000>

<http://www.n00bstories.com/image.fetch.php?id=1174941509>

Suggestions welcome.

Subject: Re: Another WIP map.

Posted by [Obelisk](#) on Tue, 10 Jan 2006 18:45:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

I love the design of that map. It almost turns me on..

Goodwork!

Subject: Re: Another WIP map.

Posted by [Aprime](#) on Tue, 10 Jan 2006 19:45:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

You fail at sexuality.

Subject: Re: Another WIP map.

Posted by [JeepRubi](#) on Tue, 10 Jan 2006 20:37:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cool i like it.

Suggestion, turn that path into something like the road in the first mission "the scorpion hunters". That would look awesome.

Subject: Re: Another WIP map.
Posted by [Kamuix](#) on Tue, 10 Jan 2006 21:29:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

This maps sexy i must say. The design is uniq. I love this map.

Subject: Re: Another WIP map.
Posted by [rm5248](#) on Tue, 10 Jan 2006 21:37:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

The temple's pillars shouldn't be so alike each other... Some should have fallen parts on the ground, be of different heighths, etc.

Subject: Re: Another WIP map.
Posted by [Naamloos](#) on Tue, 10 Jan 2006 21:51:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

rm5248 wrote on Tue, 10 January 2006 22:37The temple's pillars shouldn't be so alike each other... Some should have fallen parts on the ground, be of different heighths, etc.

I'll make some broken pillars.

I need some suggestions for the other "stages". I'll explain how I wan't to make it work in a bit more detail.

Once you enter the temple (or any gate/door) and passed a black wall you will be teleported to a different location. Some will be interior, some not. Why teleport and not just make the map as 1 big piece of terrain? Because this way AI bots won't all be comming to the same place when they "sence danger" as they won't know the way (AI pathfinding doesn't detect teleport zones). It also adds a bit of exploring and thinking "what will be hiding inside the next room?". I will also be able to change the music for each location.

I hope I can make the map so respawning mobs/defenses won't be needed. And the final room will be holding something to end the game. (probably a Nod building or beacon ped)

Subject: Re: Another WIP map.
Posted by [WNxCABAL](#) on Tue, 10 Jan 2006 23:35:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is that tunnel supposed to lead to the Temple of Nod Building itself?
Because I have a redundant model of the Temple I made in Gmax which I am thinking of re-doing in 3D Studio Max.
If you want to use it for this map, I can always rig it up for you!

Subject: Re: Another WIP map.
Posted by [JeepRubi](#) on Tue, 10 Jan 2006 23:52:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

WNxCABAL wrote on Wed, 11 January 2006 00:35Is that tunnel supposed to lead to the Temple of Nod Building itself?
Because I have a redundant model of the Temple I made in Gmax which I am thinking of re-doing in 3D Studio Max.
If you want to use it for this map, I can always rig it up for you!

Wow i see part of that hud you have in the screenshot, were did you get it?!?!

Subject: Re: Another WIP map.
Posted by [WNxCABAL](#) on Tue, 10 Jan 2006 23:54:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

http://cabalonline.com/downloads/renegade/hud_main.rar

Subject: Re: Another WIP map.
Posted by [Naamloos](#) on Tue, 10 Jan 2006 23:58:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

The temple will have nothing to do with the Temple of Nod. It will just be an ancient temple that was recently discovered and now Nod and GDI are fighting for the things inside it.

And thanks for the offer WNxCABAL but I will not be needing any new exterior building models.

Subject: Re: Another WIP map.
Posted by [WNxCABAL](#) on Tue, 10 Jan 2006 23:59:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fair enough!

GL with the map!

Subject: Re: Another WIP map.

Posted by [Blazea58](#) on Wed, 11 Jan 2006 14:58:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

I dunno when i personally look at it, i dont see much of an exciting layout in terms of design overall. The middle itself needs to be expanded as thats the center of attention. Sure you will have teleports but the actual main terrain in my opinion is the most important. It looks like its still low polygon and could still be greatly improved in terms of design.

I would highly suggest not having such round cliff edges and actually moving each verticy individually so it creates more of a natural feeling rather then an artificial look.

You gotta setup some boulders and rocks which should be ranging from small to very large, as well as some cactuses and other assorted variety of objects to really give it the true feeling. Backdrops would be nice, perhaps get pics of the desert somewhere and make them seamless, and then you may have something more appealing to look at.

More peices need to be added to the pillar area as it doesnt quite remind me of ruins with the way its setup.

Good map to start, but for me to go out of my way to play one it really has to be something special and something that expands from all the maps we play on that kinda have the same overall feeling.

http://www.smh.com.au/ffximage/2005/04/27/templeofbel_wideweb__430x251.jpg
I think something like that seems more fitting if it were just loosly based on that.

Subject: Re: Another WIP map.

Posted by [JeepRubi](#) on Wed, 11 Jan 2006 17:10:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think that the bridge needs to be redone, it should be more of a bridge and less of a plank.

Subject: Re: Another WIP map.

Posted by [Naamloos](#) on Wed, 11 Jan 2006 21:01:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

The "bridge" was placed there in a hurry. GDI didn't have enough time to build a concrete one.

I will add backdrops (probably models as I don't have the right textures to do something else, I'm

stuck with those of renegade). The temple will get more detail and rocks and other objects will be placed for cover/decoration.

Keep in mind my main focus here is gameplay, not looks. But I'll try my best anyway.

Also, If anyone want's to help and create a "stage" you are more then welcome to do so. It doesn't have to be large. Maybe we can turn this a bit into a community project where everyone adds a bit to the map? Just a suggestion.

Subject: Re: Another WIP map.
Posted by [JRPereira](#) on Wed, 11 Jan 2006 23:31:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Blazea58 wrote on Wed, 11 January 2006 09:58 Sure you will have teleports but the actual main terrain in my opinion is the most important.

I'm still wondering what the benefits of being able to teleport around in this map will be. As far as I can see, it would just defeat the use of vehicles, and allow you to skip possible uninteresting parts of the map (and the entire map should be interesting; the boring areas should have details added or just be removed).

Subject: Re: Another WIP map.
Posted by [Naamloos](#) on Wed, 11 Jan 2006 23:47:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

I already named the benefits teleporters have over normal map layouts for this somewhat special gameplay.

Vehicles will still be used but they may not always be usefull unless you are attacking turrets and other heavy defences.

And you won't be able to run trough the map. I'll make sure getting from 1 teleporter to another will need a lot of teamwork.

Subject: Re: Another WIP map.
Posted by [JeepRubi](#) on Thu, 12 Jan 2006 01:36:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

By changing the bridge i meant just add some supports under it not make a concrete one.

Subject: Re: Another WIP map.
Posted by [Naamloos](#) on Thu, 12 Jan 2006 17:19:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Small update.

This is what most stages will be like:

<http://www.n00bstories.com/image.fetch.php?id=1097064994>

Small dots = Infantry

Medium dots = Vehicle or Bonus

Large dots = Defense structure

And 2 more:

<http://www.n00bstories.com/image.fetch.php?id=1026516363>

<http://www.n00bstories.com/image.fetch.php?id=1342505433>

Once again, if anyone want's to make a "stage" you are free to do so. It doesn't have to be large or super detailed!

Subject: Re: Another WIP map.

Posted by [Aprime](#) on Thu, 12 Jan 2006 17:53:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Naamloos wrote on Wed, 11 January 2006 16:01The "bridge" was placed there in a hurry. GDI didn't have enough time to build a concrete one.

Ever heard of bridge layers?

They take a shitload less time to deploy than actually BUILDING A WOODEN BRIDGE IN A PLACE WHERE WOOD IS SOMEWHAT OF A RARE RESSOURCE.

Besides, why make/deploy a bridge over a small trench when you can just FILL IT UP WITH SAND?

Subject: Re: Another WIP map.

Posted by [CompHobbyist](#) on Thu, 12 Jan 2006 18:02:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

looks good to me, maybe make it a bit more detailed... the cross shaped part with the temple at one end needs to have the sidebars bent a bit so they don't look so manmade IMO. Maybe throw a few more obstacles and rocks around to make it look more natural.

I'd agree with the pontoon bridge idea Comrade suggested, either that or put a pile of gravel in the trench with a burnt out bulldozer next to it.

Subject: Re: Another WIP map.
Posted by [Naamloos](#) on Thu, 12 Jan 2006 21:31:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't want to waste too much time to model a vehicle just to make that part of a map look better. I will add 2 support pillars under it and that's it. (because I personally think it's fine)

The mountains may look man-made from top down view but once in-game you will hardly notice it.

Subject: Re: Another WIP map.
Posted by [JeepRubi](#) on Thu, 12 Jan 2006 22:54:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not too bad im actually starting to like it, except for the teleprters.

Subject: Re: Another WIP map.
Posted by [Naamloos](#) on Thu, 12 Jan 2006 23:53:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Anyone know where I can find a decent tutorial for interior building modelling? (something more advanced than the stuff on renhelp would be nice...)

Atm I don't really know how to do many things for interiors. Mainly boolean is being a pain as it only allows me to use it once for each object.

Edit: Gmax only... I don't have the money for 3dsmax.

Subject: Re: Another WIP map.
Posted by [icedog90](#) on Fri, 13 Jan 2006 00:37:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's pretty easy to make interiors in Gmax. Just use things like extrude. The best way to start out is to make a box (representing the exterior) and then make another box inside of the box (being the interior), then select all faces of that box and flip them.

Subject: Re: Another WIP map.
Posted by [Aprime](#) on Fri, 13 Jan 2006 01:15:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Naamloos wrote on Thu, 12 January 2006 16:31 I don't want to waste too much time to model a vehicle just to make that part of a map look better. I will add 2 support pillars under it and that's it. (because I personally think it's fine)

The mountains may look man-made from top down view but once in-game you will hardly notice it.

WTF? Nobody said you had to model a fucking bridge layer! Just model the bridge it fucking carries! Or you could just raise up a part of that trench and give it another texture.

I'm assuming it will be as bad as Snowland or whatever name you gave to that last one.

Subject: Re: Another WIP map.
Posted by [Naamloos](#) on Fri, 13 Jan 2006 09:13:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

I haven't seen you do any beter.

And "SnowStorm" isn't even finished yet, so shut up.

Edit:

Quote:It's pretty easy to make interiors in Gmax. Just use things like extrude. The best way to start out is to make a box (representing the exterior) and then make another box inside of the box (being the interior), then select all faces of that box and flip them.

Yea, but there is always something I never know how to do:

<http://www.n00bstories.com/image.fetch.php?id=1044933607>

How do I add more "Segs" to a part that I extruded? Without them I can't really extrude much, lol...

Subject: Re: Another WIP map.
Posted by [JeepRubi](#) on Fri, 13 Jan 2006 13:33:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tessellate at a value of Zero it will double the triange count of all the polys you have selected.....i think.

Subject: Re: Another WIP map.
Posted by [Naamloos](#) on Fri, 13 Jan 2006 13:48:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

That adds way too much poly's...

Subject: Re: Another WIP map.
Posted by [JRPereira](#) on Fri, 13 Jan 2006 14:08:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://tiberios.justinpereira.com/renx-tutorials/extrudes/>

Subject: Re: Another WIP map.
Posted by [Naamloos](#) on Fri, 13 Jan 2006 17:15:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ah... I see now, lol. I just need to stop extruding where I wan't the extra segs to be

Subject: Re: Another WIP map.
Posted by [icedog90](#) on Fri, 13 Jan 2006 21:20:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Naamloos wrote on Fri, 13 January 2006 05:48That adds way too much poly's...

Actually, if it adds too many, just weld a bunch together. By the way, why is that interior example you showed me full of segments? I don't see how you're going to use them all.

Subject: Re: Another WIP map.
Posted by [Naamloos](#) on Fri, 13 Jan 2006 22:44:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

It was just a quick box model so I could take a screen and show my problem, nothing that will be used.

Edit: I'm going to try and model the temple interior a bit like that of C&C_Ancients by Halo38 (modelling 70% done as I write this), but probably not as great looking though

I'm planing to release a 3 stage beta of my map "soon". Then I can decide if I will keep working on it or not, depending on how people like it, or not.

Subject: Re: Another WIP map.
Posted by [Naamloos](#) on Sun, 15 Jan 2006 23:07:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Modelled and textured the first 3 stages. If everything goes as planned I will have the LE stuff finished in a day so I can release a beta version.

Here is a top down view shot of how the map is placed. You won't be able to look at 1 stage from the other. Also there are some things not yet added such as tree's and ofcourse the AI objects.

<http://www.n00bstories.com/image.fetch.php?id=1338741464>

Yes I know, you may think how desert terrain can be located so close to grassy terrain. Well, once you play the map you will see that it will work out just fine.

Subject: Re: Another WIP map.
Posted by [WNxCABAL](#) on Sun, 15 Jan 2006 23:11:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

What happens after stage 3?

Subject: Re: Another WIP map.
Posted by [Naamloos](#) on Sun, 15 Jan 2006 23:18:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Right now, nothing.

I wan't to get some new idea's/comments on how to continue the project after the beta release.

Subject: Re: Another WIP map.
Posted by [Spice](#) on Sun, 15 Jan 2006 23:27:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why can't you just use the cut tool to add more segments again?

Simple Extrude: Grab the edge, Hold shift, Move across the axis.

Subject: Re: Another WIP map.
Posted by [WNxCABAL](#) on Sun, 15 Jan 2006 23:35:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd suggest expanding level to some more stages, say 6?
Then at the end of the 6th stage, you get rewarded with some super hand weapons, and then you have the option to teleport to a stage of choice.

Also, another idea could be to have something locked (keycard system) up to be rewarded with something extra special.

Also, if you want a hand with some basic cinematics, I can give it a go to have some AI drop from chinooks.

Subject: Re: Another WIP map.
Posted by [Naamloos](#) on Mon, 16 Jan 2006 00:12:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Some cinematics would be cool, such as fly-overs and other SP stuff, but that would be for the final version.

I have already placed bonus crates around that will give you something when you destroy them (vehicles or weapons).

Subject: Re: Another WIP map.
Posted by [JeepRubi](#) on Mon, 16 Jan 2006 01:25:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make the lats stage teleport to a stage that looks exactly like the first but with Extremely hard bots. all you would have to do is copy stage one so you end up with two, then re set up the AI.

Subject: Re: Another WIP map.
Posted by [Naamloos](#) on Mon, 16 Jan 2006 01:27:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

That would be... Pointless. It's much more intresting to have something completely new.

Subject: Re: Another WIP map.
Posted by [JeepRubi](#) on Mon, 16 Jan 2006 02:31:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was out of ideas and felt like posting something.

Subject: Re: Another WIP map.
Posted by [Aprime](#) on Wed, 18 Jan 2006 03:57:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Naamloos wrote on Fri, 13 January 2006 04:13I haven't seen you do any beter.

Excuse me, but I didn't know I had to be able to outperform someone in order to judge his work.

Subject: Re: Another WIP map.

Posted by [Naamloos](#) on Wed, 18 Jan 2006 10:47:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Comrade wrote on Wed, 18 January 2006 04:57Naamloos wrote on Fri, 13 January 2006 04:13I haven't seen you do any beter.

Excuse me, but I didn't know I had to be able to outperform someone in order to judge his work.

If you where judging my map with the info you got I wouldn't mind. But you where flaming my map when you have no right to do so.

Anyway, the first beta is released. Talk about it in the other topic if you wish.
