

---

Subject: My new project

Posted by [Cpo64](#) on Tue, 02 Jan 2007 06:04:56 GMT

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

---

finally got renegade installed again, my install disk was trashed, so I had to download an iso, which took forever, then had to download all that stuff. But finally I have almost got it together.

Anyways the map I'm going to try and complete is loosely based on the C&C 3 concept of "blue" zones. Basically the map takes place on the edge of a GDI city where NOD has broken threw the city wall and are now running around killing everyone, GDI has evacuated the area and are attempting to push NOD out of the city. Outside the city is a tiberum infested waste land, inside is a pristine city clean and healthy.

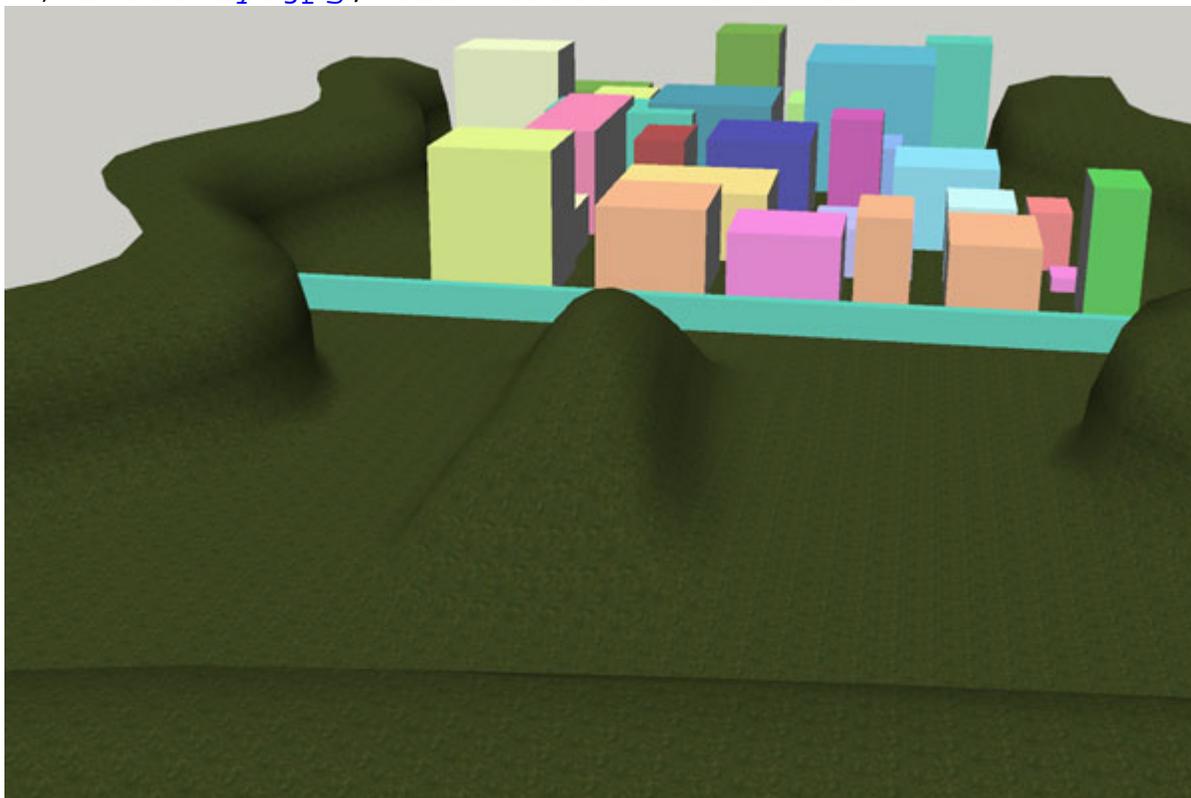
Attached is a screen of what I have done so far. Basic terrain layout, with wall and building place holders.

Not really anything special, but keeps me entertained.

### File Attachments

---

1) [bluecity.jpg](#), downloaded 1173 times



---

Subject: Re: My new project

Posted by [Spice](#) on Tue, 02 Jan 2007 07:25:54 GMT

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

---

You just popped out of the woodwork ninja style, Long time no see.

Looks nice so far, can't wait to see more progress.

---

---

Subject: Re: My new project  
Posted by [Ryu](#) on Tue, 02 Jan 2007 08:34:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

EXdeath wrote on Tue, 02 January 2007 01:25  
Looks nice so far, can't wait to see more progress.

I second that! Few more textures and it will look sweet!

---

---

Subject: Re: My new project  
Posted by [nopol10](#) on Tue, 02 Jan 2007 08:43:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Alex wrote on Tue, 02 January 2007 16:34EXdeath wrote on Tue, 02 January 2007 01:25  
Looks nice so far, can't wait to see more progress.

I second that! Few more textures and it will look sweet!

What about the Nod area?

---

---

Subject: Re: My new project  
Posted by [Cpo64](#) on Tue, 02 Jan 2007 16:29:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think I'm going for an "Assault" type map, but that may change, there are two pathways that could lead to a base just behind the camera, however right now they just lead to a dead end.

---

---

Subject: Re: My new project  
Posted by [SeargentSarg](#) on Wed, 03 Jan 2007 01:23:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I like the idea. Would be a killer map. My question is though, is the NOD base and GDI base right next to each other?

---

---

Subject: Re: My new project  
Posted by [Cpo64](#) on Wed, 03 Jan 2007 01:35:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

As said above, atm there is no "NOD base" simply a spawn area. I may add some sorta "Forward Assault Base" or something if I can muster up some building design ideas, if someone else could do it (with some skill) I would be ever so thankful. Or I may end up adding a nod base in the rear.

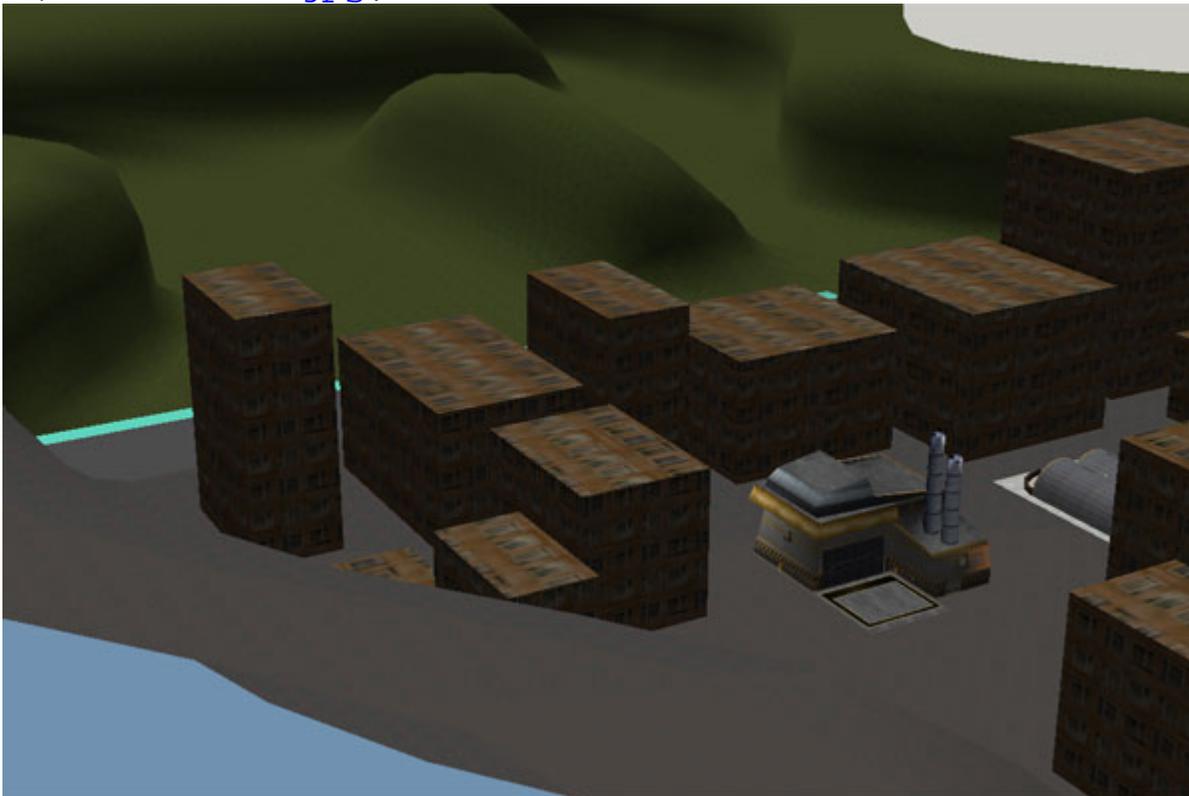
I am looking for some good tiberium textures alternate to the one that ships with renegade. If anyone has any, or knows where I can get some, please let me know. This map is going to be tiberium heavy, and I would like some variation so its not one big sea of ugly greenness. If anyone has any other suggestions for dealing with the repetitiveness, input is welcome.

Another Update (All textures, and city buildings are stand ins):

### File Attachments

---

1) [bluezone2.jpg](#), downloaded 930 times



---

Subject: Re: My new project  
Posted by [Zion](#) on Wed, 03 Jan 2007 02:03:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The buildings look very... hmm.... plain, maybe you can alpha blend them with some roof textures (if it's going to be a flying map).

Don't have buildings as boxes, even though they are mainly a box shape add alcoves or balconies, maybe a few buildings at the frontline have chunks missing out of them where they've been hit by the Nod strike. Let your imagination run wild.

---

---

Subject: Re: My new project  
Posted by [Cpo64](#) on Wed, 03 Jan 2007 02:19:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

\*bangs head on wall\* read the post, particularly the sentence right above the picture...

---

---

Subject: Re: My new project  
Posted by [Blazea58](#) on Wed, 03 Jan 2007 07:32:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Good to see your back and inspired to work on the ren mapping again. However the community right now seems like they all want the "next best thing" and the map itself doesn't seem to bring in any new things to the game. The map concept itself seems to be decent, but the overall design (yes i know its mostly placeholders) is lacking. Terrain is one of the largest aspects i look at, and all i see right now is a bit of mesh smoothing and pulling segs around.

Terrain should look alot more real, and if that were what i was using i would have started by just extruding a small 1x1 plane rather than dropping a big plane with segs already. Either way its a decent start and the concepts are what stick in your head the longest so i give you credit for still posting anyways what you have.

For your tiberium i would suggest you just make some low polygon crystals as the old flat texture method IMO is getting old, and renegade can handle alot of polygons. With those you could have environment reflect so you would only need some simplistic green textures to start with.

Otherwise if you have photoshop get "Filter Forge" Which has a bunch of filters you can create stuff closely similar and combine with eachother to get something just perfect. Here is a quick example.

This ones done with reflect of course, but you could try different things and id bet you can get something by far better then the old ren tiberium.

---

---

Subject: Re: My new project

Posted by [Veyrdite](#) on Wed, 03 Jan 2007 08:00:11 GMT

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

---

finally, someone whom decides to make a city map instead of some mountain pass. you need a medal

but building boxes??? ok, a list is kinda rude seeing it's your map, so call it possibilities

- 1.roofs/some sloped and overhanged
- 2.indents in some for doors (and door textures)
- 3.chimneys with emmitters
- 4.more shape/some buildings are a few floors, then simply have a smaller building base on top which goes up etc
- 5.longer and curved buidings, maybe some joined with alleyways
- 6.stairs or ladders to the top of some
- 7.bridges from some roofs to others
- 8.insides (takes ages, so only do a few models and then merge them)
- 9.if you are really good, animate collapsing roofs, walls and stuff

either way you still need a medal for 3d bravery.

---

Subject: Re: My new project

Posted by [Cpo64](#) on Wed, 03 Jan 2007 09:13:31 GMT

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

---

Blazea58 wrote on Wed, 03 January 2007 02:32 Terrain should look alot more real, and if that were what i was using i would have started by just extruding a small 1x1 plane rather then dropping a big plane with segs already.

Not really sure what you mean, could you provide an example, or explain it differently?

Blazea58 wrote For your tiberium i would suggest you just make some low polygon crystals as the old flat texture method IMO is getting old, and renegade can handle alot of polygons. With those you could have environment reflect so you would only need some simplistic green textures to start with.

Intresting idea, is there a way to create a crystal garden effect without huge amounts of copying and pasting?

Blazea58 wrote Otherwise if you have photoshop get "Filter Forge" Which has a bunch of filters you can create stuff closely similar and combine with eachother to get something just perfect.

Here is a quick example.

(images removed)

This ones done with reflect of course, but you could try different things and id bet you can get something by far better then the old ren tiberium.

I'm assuming I could find "Filter Forge" on google? I'm not very good with photoshop, however your ideas are inspiring, are there any tutorials that would replicate closely to what I would be looking for? I like the third one you had, looks like cracked dried earth, sept crystalline, would there be a way to add a bumpmap to it to give it a 3d appearance?

To dthdealer: Thank you for your encouragement, however I already have plenty of plans for the

buildings, as stated, the current boxes are place holders, I was using them to test that I could block off the draw distance limit, and to get a rough idea of placement.

Recreating the formations in this image would be awesome but that may be beyond me.

---

---

Subject: Re: My new project  
Posted by [Blazea58](#) on Wed, 03 Jan 2007 10:06:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well i personally take a 1x1 seg and kinda extrude at random pretty much, and try to extrude one side and rotate as i go until i reach other and weld, then ill take those edges and extrude up and make mountains, etc. It is alot harder to explain but if you look at westwood maps you get a clear idea of how they are not done just with mesh smoothing, but rather drawing it in as you go. Maybe you can pm me for further details.

Yea filter forge was a free thing for photoshop, useful for anyone that needs textures in a game, because some are far to advanced to create by hand especially being seamless.  
<http://www.filterforge.com/> It is also very easy to use, just hit filters then you will see it in photoshop after you download it.

And as for the tiberium crystals , as seen in most the cnc 3 pics its just boxes with taper on the top, and mostly just clones of them with different sizes and shapes, then probably atleast 10 variations total.

Quick one

As for the picture you posted , that type of crystal would be make the polygons a tad to high with your gardens of them, pic above is 336, but if you did it like the reference it would be alot higher trying to create the roundness and edges it has all over it.

---

---

Subject: Re: My new project  
Posted by [Cpo64](#) on Wed, 03 Jan 2007 10:20:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I just tried to make a reflective surface and failed miserably. Are there any tutorials on this? Are textures required?

---

---

Subject: Re: My new project

---

Posted by [Mad Ivan](#) on Wed, 03 Jan 2007 10:59:48 GMT

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

---

Yes

I hope i helped

The map looks awesome, btw

I'll probably submit this to RenHelp.net. You can go there for more tutorials on most mod-related topics

There is also a HUGE textures database in there, just remember to credit the creators .

---

---

Subject: Re: My new project

Posted by [Jerad2142](#) on Wed, 03 Jan 2007 15:39:22 GMT

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

---

dthdealer wrote on Wed, 03 January 2007 01:00finally, someone whom decides to make a city map instead of some mountain pass. you need a medal

but building boxes??? ok, a list is kinda rude seeing it's your map, so call it possibilities

- 1.roofs/some sloped and overhanged
- 2.indents in some for doors (and door textures)
- 3.chimneys with emmiters
- 4.more shape/some buildings are a few floors, then simply have a smaller building base ontop which goes up etc
- 5.longer and curved buidings, maybe some joined with alleyways
- 6.stairs or ladders to the top of some
- 7.bridges from some roofs to others
- 8.insides (takes ages, so only do a few models and then merge them)
- 9.if you are really good, animate collapsing roofs, walls and stuff

either way you still need a medal for 3d bravery.

He did say that the buildings were only place holders.

Secondly, be careful with the reflection stuff, I have found that scripts 3.1 can really mess with stuff (makes the object to bright, or if there are to objects with the second pass of add and they are really close to each other they can be seen thought each other.

Oh and for stage 1 mapping environment is used for box like objects WS environment is for more rounded objects.

---

---

Subject: Re: My new project

Posted by [Blazea58](#) on Wed, 03 Jan 2007 16:26:50 GMT

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

---

Yea the way Mad Ivan said is how i did mine, though i added a second pass to also add the bumpmap for the last pic i had shown.

---

---

Subject: Re: My new project  
Posted by [rm5248](#) on Wed, 03 Jan 2007 20:11:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:and renegade can handle alot of polygons.

Renegade is very good at handling a lot of polygons, assuming that they are untextured. The performance slows down dramatically when you put textures on.

---

---

Subject: Re: My new project  
Posted by [Jerad2142](#) on Wed, 03 Jan 2007 20:58:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

In which case you have to throw in the good old optimize, and keep in mind that some peoples computers handle textured objects better than others (depending on graphics card. And no, having a newer graphics card does not guarantee that it will handle textures better)!

---

---

Subject: Re: My new project  
Posted by [Blazea58](#) on Thu, 04 Jan 2007 10:09:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I would say it handles both very well as i have already put in 883 textures for roleplay 2, and no vis at all. I don't think there is many games even on its own where a single level uses this much resources, yet it still runs fairly well considering you have a decent computer.

I personally think its about what your computer has more so,as if we give it 5 more years, we will be laughing at the fact we used bump maps in games when it will be all created by hand instead o.O

---

---

Subject: Re: My new project  
Posted by [icedog90](#) on Thu, 04 Jan 2007 20:04:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Normal mapping!

---

---

Subject: Re: My new project  
Posted by [Cpo64](#) on Thu, 11 Jan 2007 03:52:23 GMT

---

Can anyone explain how reflections work? And how to set up the "best" looking ones? How does it use the reflection map? Is it just like a regular texture but only shows it on camera angles? Light angles? combination of both?

Or is it show different parts of the texture depending where your looking? I really can't understand how to use them without them looking like crap.

Anyways update on the map, competently redone the terrain, GDI base is now at the top of a terraced hill, with roads running east to west, north to south, buildings filling most the empty spots, NOD base is in a lower "park" area, trees, small pond and stream maybe, map is also smaller in size, but still rather large. Main focus will be urban combat.

### File Attachments

---

1) [blue3.jpg](#), downloaded 525 times

