
Subject: untitled aow map

Posted by [bisen11](#) on Mon, 18 Aug 2008 06:13:59 GMT

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I haven't actually finished a map in awhile but maybe I'll be able to get this aow one done. Kinda looking for suggestions, especially for the insides of the base. The buildings are kinda spaced out with not much inbetween them and I think I should add something so it isn't just a plain feild seperating the buildings.

tib feild will be in that sunken area near the green rock.

cave will have tiberium bottom with a ramp going over the tiberium. You will be able to fall into the tib.

I'm also trying to keep balanced what you can arty/mrls whore so that its somewhat even. I'm thinking I'll probabl make that little valley for infintry only.

Subject: Re: untitled aow map

Posted by [Lone0001](#) on Mon, 18 Aug 2008 08:10:38 GMT

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You could add a Tiberian Silo or two and a Repair pad?

Subject: Re: untitled aow map

Posted by [Gen_Blacky](#) on Mon, 18 Aug 2008 08:18:39 GMT

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don't make walls flat make them look rocky more natural

Subject: Re: untitled aow map

Posted by [Veyrdite](#) on Mon, 18 Aug 2008 09:32:10 GMT

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The corners of the map are unnatural - they are too flat.

I recommend you apply a Noise modifier and then tessellate the mesh.

The buildings are spaced - this will allow the isolation of single rushed to single buildings but will also frustrate people trying to get to their vehicle from another building.

Your tunnel system looks nice, and has a lot of opportunities for huggers

I hope to see the map textured soon!

Subject: Re: untitled aow map
Posted by [GEORGE ZIMMER](#) on Mon, 18 Aug 2008 10:12:10 GMT
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Buildings too far apart, the map edges are far too flat. Make it heavy mountainous terrain, with a few mountains in the background. Since this isn't 2002, you can make modeled ones, not the 1-plane backdrops found in field and etc.

To make things more interesting, perhaps put some crates spread around the map, with more spawns in the center room thing. Also, as suggested, perhaps throw some more buildings down. And put the AGT closer up- The barracks would be a prime target. AGT and Obelisk should both be in the front.

Maybe make a few other things, such as superweapon structures. You'd need to script those though, but yeah.

Subject: Re: untitled aow map
Posted by [bisen11](#) on Mon, 18 Aug 2008 19:03:57 GMT
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Switching up the sides of the map sounds like a good idea. Could probably also help with the too muhc room in base problem. So I'll probably work on that. Not exactly sure what you mean by noise modifier and tessellating O.o . Sadly, I kinda suck at texturing so it may not look too good in that department, but maybe I'll look over a tutorial again. Mountains in the background sounds like a good idea. And by crates do you mean the kind that you hid behind or the kind that you get and they do stuff?

Subject: Re: untitled aow map
Posted by [GEORGE ZIMMER](#) on Wed, 20 Aug 2008 13:56:33 GMT
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The kind where they do stuff. Give money, give a weapon, random stuff like that. Y'know, in spirit of classic C&C.

Subject: Re: untitled aow map
Posted by [cnc95fan](#) on Wed, 20 Aug 2008 14:33:02 GMT
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Renegade is based in 2020
