
Subject: C&C Castle Progress

Posted by [Di3HardNL](#) on Wed, 22 Apr 2009 20:51:32 GMT

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I am making a new map for Renegade Sniper mode. It will exist out of a couple of small tunnels and chambers from a castle look a like.

I am not adding to much stuff otherwise it will lag, just some decoration

I have made the chamber for where the NOD spawns now and also a stairs which goes down this stairs will lead to the main room. Only I need ideas what the main room should look like. This will be the place were the most fighting takes place.

Obviously GDI gets the same kind of room where they spawn and also a stair which goes down.

Here are some screenshots of what I made so far. Any comments/suggestions are welcome.

Subject: Re: C&C Castle Progress

Posted by [slosha](#) on Wed, 22 Apr 2009 21:18:30 GMT

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nice job.. you should make a "duck hunt" map too. If you play halo 3 you'll know what I'm talking about.

Subject: Re: C&C Castle Progress

Posted by [Dreganius](#) on Thu, 23 Apr 2009 06:20:18 GMT

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LOLKane. Excellent map

Subject: Re: C&C Castle Progress

Posted by [Scrin](#) on Thu, 23 Apr 2009 06:49:11 GMT

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ahh lol, reticle

Subject: Re: C&C Castle Progress
Posted by [Gohax](#) on Thu, 23 Apr 2009 08:06:01 GMT
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Looks nice bro

Subject: Re: C&C Castle Progress
Posted by [ErroR](#) on Thu, 23 Apr 2009 08:56:44 GMT
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2GLOCK9S wrote on Thu, 23 April 2009 00:18 nice job.. you should make a "duck hunt" map too.
If you play halo 3 you'll know what I'm talking about.

Way ahead of you.

File Attachments

1) [duckhunt.jpg](#), downloaded 783 times



Subject: Re: C&C Castle Progress
Posted by [Omar007](#) on Thu, 23 Apr 2009 09:01:30 GMT
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i lol'd at Kane

Nice map

Subject: Re: C&C Castle Progress

Posted by [Di3HardNL](#) on Thu, 23 Apr 2009 09:15:58 GMT

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Thanks for the replies.

And I have added the main room now I hope you all like it.

This is what is left to do:

- Adding different decoration to GDI's room, and make the stairs lead to the main room.
- Add torches in every room. The main room will have normal orange flame on its torch, Nod's room will have red, and GDI's yellow.
- Add yellow lightmap to GDI's room.
- Add red lightmap to Nod's room.
- Add skeletons against the wall in the main room.

I think that would be enough to have a fight in a cool map

Subject: Re: C&C Castle Progress

Posted by [LR01](#) on Thu, 23 Apr 2009 15:56:21 GMT

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nice, tunnel is canyon style (hide behind the many cover objects) which is good for sniping.

(you did added a secret room right?(don't need to answer this))

The ceiling is very ugly on some screens (stretched)

nice paintings

Subject: Re: C&C Castle Progress

Posted by [Di3HardNL](#) on Thu, 23 Apr 2009 16:41:08 GMT

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Thanks. And yes I add pilars to hide behind it. Only I won't add a secret room I think And I just saw I forgot to texture the ceiling I'll fix it.

Subject: Re: C&C Castle Progress
Posted by [JsxKeule](#) on Thu, 23 Apr 2009 18:15:18 GMT
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loooooooooooooooooooooooooooooooooo^^

File Attachments

1) [loooooooooooooo1^^.JPG](#), downloaded 711 times



N



100



100

Subject: Re: C&C Castle Progress
Posted by [mrÄ&SÄ-z](#) on Thu, 23 Apr 2009 18:20:58 GMT
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add some Chucky Bots x'D nice map dude :D

Subject: Re: C&C Castle Progress
Posted by [ErroR](#) on Thu, 23 Apr 2009 18:46:46 GMT
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don't like the paintings. Put some realistic paintings like in real castle

Subject: Re: C&C Castle Progress
Posted by [u6795](#) on Thu, 23 Apr 2009 18:49:05 GMT
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Very cool map, the paintings add some lulz. Kane is also very badass. Great work.

My only critique is to perhaps pick a better name? Castle is kind of boring and has probably been used before.

Subject: Re: C&C Castle Progress
Posted by [Tupolev TU-95 Bear](#) on Thu, 23 Apr 2009 20:13:27 GMT
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nice job xD

when its done
i hope kane wont ask me to sit with him xD

Subject: Re: C&C Castle Progress
Posted by [Di3HardNL](#) on Fri, 24 Apr 2009 08:41:14 GMT
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Thanks guys
the map has now a total of 5300 polygons. But I figured out the 2 couch I use from turbosquid.com have a total of 2844 polygons So I am going to make a new couch myself:P

Subject: Re: C&C Castle Progress
Posted by [Di3HardNL](#) on Sat, 25 Apr 2009 11:01:58 GMT

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The map is done To bad I have to work now. But after that I will make a video and I will give a link for its beta so people can test it

Subject: Re: C&C Castle Progress
Posted by [Veyrdite](#) on Sun, 26 Apr 2009 06:21:02 GMT
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Di3HardNL wrote on Thu, 23 April 2009 19:15
Gman?

BTW, to pose the characters do you have to import the models and export them using a different skeleton W3D file?

Subject: Re: C&C Castle Progress
Posted by [ErroR](#) on Sun, 26 Apr 2009 08:10:43 GMT
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Dthdealer wrote on Sun, 26 April 2009 09:21Di3HardNL wrote on Thu, 23 April 2009 19:15
Gman?

BTW, to pose the characters do you have to import the models and export them using a different skeleton W3D file?
since those models don't move, they don't require a skeleton at all.

Subject: Re: C&C Castle Progress
Posted by [Di3HardNL](#) on Sun, 26 Apr 2009 11:27:46 GMT
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Thats correct. I simply imported the character and moved its verticles to different positions.

I had no time yesterday to make the video, but I will do it now

Subject: Re: C&C Castle Progress
Posted by [Muad Dib15](#) on Sun, 26 Apr 2009 21:57:25 GMT
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Where's CnC_Amsterdam's_Redlight_District?
