Subject: Map Replacement C&C City

Posted by LeeumDee on Wed, 30 Sep 2009 15:07:04 GMT

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Things added/changed:

Tiberium clouds, Lights under every light source, changed most textures and reduced the fog distance.

Previews:

Images

Video

http://www.youtube.com/watch?v=dhHDUq4Ktcw

Any suggestions for other map replacements, feel free to let me know via PM.

Download Attached.

File Attachments

1) C&C_City-Map_Replacement_by_LeeumDee.rar, downloaded 274 times

Subject: Re: Map Replacement C&C City

Posted by Kimb on Wed, 30 Sep 2009 16:03:47 GMT

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nice

Subject: Re: Map Replacement C&C City

Posted by Altzan on Wed, 30 Sep 2009 16:17:04 GMT

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I CAN'T SEE I CAN'T SEE

Crashes Hummer into a pole

Subject: Re: Map Replacement C&C City

Posted by ArtyWh0re on Wed, 30 Sep 2009 21:33:29 GMT

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This is very good. It actually looks like a city now and I love the textures. probably your best map replacement so far.

Subject: Re: Map Replacement C&C City

Posted by GEORGE ZIMMER on Thu, 01 Oct 2009 03:43:22 GMT

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Pretty nice, but I always figured you could do so much more with this map. Here's some ideas:

- -The backdrop buildings look like shit, change their model. It's not as though it affects much physical gameplay.
- -Maybe add a few more poly's (and make use of them) for the buildings all around the map? For example, making windows actually polygonal rather than just a texture on a box.
- -Add a few light fixtures to the interior hallway areas. Maybe even make a few cosmetic doors for a bit of added effect.
- -Tiberium gas is annoying, please get rid of it.
- -Instead of dazzle, maybe use a modeled transparent light effect? Basically just a white texture (or no texture) image that makes use of blending effects with a fully transparent surface. Probably a better way to do that, but you get the idea.

Besides that, the textures are awesome, looks alot nicer now

Subject: Re: Map Replacement C&C City

Posted by ArtyWh0re on Thu, 01 Oct 2009 18:37:00 GMT

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GEORGE ZIMMER wrote on Wed, 30 September 2009 22:43Pretty nice, but I always figured you could do so much more with this map. Here's some ideas:

-The backdrop buildings look like shit, change their model. It's not as though it affects much physical gameplay.

Agreed. Actually I have textures I edited a while back to make them 10 times better. You can put them in your map if you want.

File Attachments

- 1) cc_bldg3.dds, downloaded 217 times
- 2) cc bldq4.dds, downloaded 178 times

Subject: Re: Map Replacement C&C City

Posted by Xena on Thu, 01 Oct 2009 19:42:12 GMT

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it's nice

but a bit too standard for me =] *stays with dreg's city skin*

Subject: Re: Map Replacement C&C City

Posted by Iran on Mon, 05 Oct 2009 21:57:44 GMT

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Those are some nice Doom 3 screenshots.

Subject: Re: Map Replacement C&C City

Posted by Tupolev TU-95 Bear on Tue, 06 Oct 2009 06:35:10 GMT

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Iran wrote on Mon, 05 October 2009 22:57Those are some nice Doom 3 screenshots. there not doom.....