
Subject: Next Project : C&C Field Tunnels.
Posted by [Di3HardNL](#) on Sun, 28 Feb 2010 15:15:21 GMT
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Volcano is done, and now I want to do the next Tunnel make over for Field!

I like to make what you guys want, so please come up with some nice themes that you want to see Field in. Some details of what to add would also be cool

Tell me your ideas in a few lines.
Then I'll decide later what it is going to be

Lets see how creative you guys are

Subject: Re: Next Project : C&C Field Tunnels.
Posted by [woandre](#) on Sun, 28 Feb 2010 15:52:28 GMT
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Maybe something science fiction theme,
Like hypermodern stuff?

I have no idea how what to make in the tunnels using that theme,
but I bet you'll be thinking of something cool if you do

Goodluck on the modeling

Subject: Re: Next Project : C&C Field Tunnels.
Posted by [Tupolev TU-95 Bear](#) on Sun, 28 Feb 2010 17:36:00 GMT
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I dont know whether body parts of of chars would be possible.

Subject: Re: Next Project : C&C Field Tunnels.
Posted by [Raptor RSF](#) on Sun, 28 Feb 2010 19:47:54 GMT
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Idea 1) Old mining car railroad (like in RenegadeX).
Rails: <http://www.geoconsol.com/photos/DFW%20Tunnel%20&%20Pipe.jpg>
Or wood?: <http://www.heatingoil.com/wp-content/uploads/2009/07/old-coal-mine-tunnel.jpg>

Idea 2) Well, create a nature looking tunnel wand, with a high poly count. Grey nature rock wand.
Powerlines on the ceiling, with nice tunnellights.

http://homepages.cwi.nl/~aeb/math/samos/eupalinos_tunnel.jpg

http://www.brooklynrail.net/images/aa_tunnel/tunnel_title.jpg

Maybe tiny pipes on the floor.

Rock wand and ceiling:

http://lh5.ggpht.com/_KIY8C28YLW8/SIDgcVT7oQI/AAAAAAAAA5A/bU4xoetQi60/2008+07+18+-+Love+199.jpg

Idea 3) Or make it creepy. like this:

http://farm4.static.flickr.com/3127/3237185729_96d21f59dd.jpg

Subject: Re: Next Project : C&C Field Tunnels.

Posted by [Hugh72](#) on Mon, 01 Mar 2010 03:28:04 GMT

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maybe u could do is make bar/pub on wall where ppl doing tunnel beacon nuke/ion each wall

Subject: Re: Next Project : C&C Field Tunnels.

Posted by [Good-One-Driver](#) on Mon, 01 Mar 2010 05:08:53 GMT

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Since waterfall is above the tunnels make it look muddy and have water dripping from ceiling and have water running down the walls and i like the railroad idea maby add a mining cart and some pickaxes and some gold prices stickin out of the walls and rail road tracks.

Also I was thinking maby add like a ghost havoc walking around I've seen it before on some map, he dosnt shoot or nothing he just walks in a wave point and also add some haunted sounds

Subject: Re: Next Project : C&C Field Tunnels.

Posted by [slosha](#) on Mon, 01 Mar 2010 07:10:31 GMT

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A jungle theme with thick shrubs and shit would really cool.

Subject: Re: Next Project : C&C Field Tunnels.

Posted by [ErroR](#) on Mon, 01 Mar 2010 15:40:56 GMT

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Good-One-Driver wrote on Mon, 01 March 2010 07:08 Since waterfall is above the tunnels make it look muddy and have water dripping from ceiling and have water running down the walls and i like

the railroad idea maby add a mining cart and some pickaxes and some gold prices stickin out of the walls and rail road tracks.

Also I was thinking maby add like a ghost havoc walking around I've seen it before on some map, he dosnt shoot or nothing he just walks in a wave point and also add some haunted sounds i think i'll have to agree.

Subject: Re: Next Project : C&C Field Tunnels.
Posted by [Raptor RSF](#) on Mon, 01 Mar 2010 16:02:48 GMT
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Animate some bats . Will take a long time to do LOL

Subject: Re: Next Project : C&C Field Tunnels.
Posted by [Di3HardNL](#) on Mon, 01 Mar 2010 16:13:11 GMT
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thanks for you input

i think i'm going to combine some of the ideas.
an abandoned mine shaft where it spooks.

some broken rail tracks with skeletons laying on the ground.
also a bat is a good idea, i know how to animate things so it won't take that long

if you guys have more idea for this spooky mine shaft would be cool

Subject: Re: Next Project : C&C Field Tunnels.
Posted by [Raptor RSF](#) on Mon, 01 Mar 2010 16:51:50 GMT
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http://www.youtube.com/watch?v=QZUzM_p6a1k To help you create a horror (creepy / spooky) theme.

Also, flashing / blinking lights for a spooky effect.

Make the tunnel darker than normal.

Some rusty abandoned iron cages hanging at the ceiling?

Dripping pipes. With sound of water drops?

Some old electric power unit? with the sound of an electrical engine?

Buddy ground. And when you walk on it, it sounds like splashing mud (If possible, I don't know)

Subject: Re: Next Project : C&C Field Tunnels.
Posted by [Raptor RSF](#) on Tue, 02 Mar 2010 19:11:45 GMT
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Some other example pictures:
Toggle Spoiler

[img]http://clemenskern.de/wp-content/gallery/aryon/pickaxe.jpg

Quote:and some gold prices stickin out of the walls

LOL If you know any cave where you can see gold sticking out of a wall, call me and I'll pack my luggage and fly right to there to start mining myself

Subject: Re: Next Project : C&C Field Tunnels.
Posted by [Sean](#) on Wed, 03 Mar 2010 08:46:30 GMT
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Jus a minor request di3.

Your PT skins in things like ref/obby/wf intern could you release the PT skin for all buildings in a pack? idk why but I've always loved them, and not having them in agt/bar always sucked

Also can't wait to see this next skin

Subject: Re: Next Project : C&C Field Tunnels.
Posted by [GoTTeM](#) on Fri, 05 Mar 2010 20:13:33 GMT
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if your going for spooky, add paintings or stuff on the walls of like dead people, also on the back entrances of both sides, maybe you could add a spooky gate that opens when a player reaches a

certain point or just swings with ease, make the gate like old and creepy metal. also the rocks near the entrances you could add a sitting skeleton that has their back on to the rocks? and also inside the tunnels and skeletons in random places, you should also change the water blood red on the waterfall (if it's possible)and add a cemetery near the front entrances of nod a small one. that would be epic my freind

Subject: Re: Next Project : C&C Field Tunnels.
Posted by [zunnie](#) on Mon, 08 Mar 2010 15:54:46 GMT
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I would really love it if you can adjust the textures on Field to make it look like the ones used on FieldTS. That map is great

Subject: Re: Next Project : C&C Field Tunnels.
Posted by [GoTTeM](#) on Thu, 11 Mar 2010 11:43:44 GMT
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yo also for the lights in tunnels, can you make em look like torches? like the old days before electricity came around

Like : http://comps.fotosearch.com/comp/corbis/DGT089/torch-like-sconces-wall_~42-17196475.jpg

but with fire or just make it like that?

Subject: Re: Next Project : C&C Field Tunnels.
Posted by [woandre](#) on Sat, 30 Apr 2011 19:13:39 GMT
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Bump.

I somewhere heard Diehard was back to modelling or something? Idk could already be 4months old I've heard this lol.

Just wondered if this idea ever made it's way to something nice?

Subject: Re: Next Project : C&C Field Tunnels.
Posted by [Gohax](#) on Sun, 01 May 2011 05:57:09 GMT
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I think the last I heard that he was into modelling was my post about making Assassin's Creed 2 models. He said it was something that he would like to do, as he was going to get back into

modelling (or something along those lines).

Subject: Re: Next Project : C&C Field Tunnels.

Posted by [Di3HardNL](#) on Sun, 01 May 2011 07:47:38 GMT

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I was thinking about starting modeling for Renegade again but unfortunately I didn't. I am kind of done with Renegade, only play 1 game a week or something. So I don't see good reasons why I would model again

Subject: Re: Next Project : C&C Field Tunnels.

Posted by [Gohax](#) on Sun, 01 May 2011 08:30:40 GMT

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Di3HardNL wrote on Sun, 01 May 2011 00:47I was thinking about starting modeling for Renegade again but unfortunately I didn't. I am kind of done with Renegade, only play 1 game a week or something. So I don't see good reasons why I would model again

Understandable. I recently just got back into Ren; got too hooked on Crysis. Still am, but found a way to manage my time more wisely between the two lol. Well, with work and college, seems like I'm only playing 2-3 games a week.
