## Subject: C&C_Jonwils_Lair
Posted by zunnie on Sat, 07 May 2011 02:59:02 GMT
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edit: DOWNLOAD MAP: http://ren.game-maps.net/index.php?act=view&id=1404

I was talking to jonwil earlier about creating a team deathmatch map
where the setting would be inside a large building. So the hand of
nod single player model came to mind

I created a small terrain in renx for some outside environment
Gen_Blacky fixed the ground levelling at the building and did
the alphablending of textures.

I'm not the best in alphablending and stuff but i think the map is "ok". Its the inside thats important
anyway.

Some WIP screenshots:


http://zunnie.net/renegade/Jonwils_Lair/C&C_Jonwils_Lair.png
http://zunnie.net/renegade/Jonwils_Lair/C&C_Jonwils_Lair_02.png
http://zunnie.net/renegade/Jonwils_Lair/C&C_Jonwils_Lair_03.png
http://zunnie.net/renegade/Jonwils_Lair/Screenshot.8.png
http://zunnie.net/renegade/Jonwils_Lair/Screenshot.9.png
http://zunnie.net/renegade/Jonwils_Lair/Screenshot.10.png

## Subject: Re: C&C_Jonwils_Lair
Posted by zunnie on Sat, 07 May 2011 03:22:22 GMT
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Change of texture, courtesy of Aircraftkiller:

http://zunnie.net/renegade/Jonwils_Lair/Screenshot.11.png
http://zunnie.net/renegade/Jonwils_Lair/Screenshot.12.png
http://zunnie.net/renegade/Jonwils_Lair/Screenshot.13.png

http://zunnie.net/renegade/Jonwils_Lair/Screenshot.14.png

And some action

## Subject: Re: C&C_Jonwils_Lair
Posted by zunnie on Sat, 07 May 2011 07:36:03 GMT
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GDI players will spawn as a "MP" soldier