Subject: Mediterranean Map
Posted by zunnie on Fri, 30 Sep 2011 03:21:09 GMT
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http://www.moddb.com/mods/tcw/

This map will be somewhat bigger than i am used to make. The bases
are split in two and reside on seperate tropical islands connected
by bridges. There will be teleporter objects in the bases to quickly
teleport to the other end of the map.
For now it will be WF's, which i may replace at a later time with the Airfields.

Toggle Spoiler

Subject: Re: TCW_Bridge_Galore *wip* :)
Posted by zunnie on Fri, 30 Sep 2011 05:53:45 GMT
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A textured wip shot:

Toggle Spoiler

Subject: Re: TCW_Bridge_Galore *wip* :)
Posted by NACHO-ARG on Fri, 30 Sep 2011 09:57:30 GMT
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ho this look nice, havent seen a map like this stile before, make sure to added a good and realistic
effect to the water, also it would be cool to have air units here, just a sugestion.

Subject: Re: TCW_Bridge_Galore *wip* :)
Posted by liquidv2 on Fri, 30 Sep 2011 21:06:29 GMT
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can the ranged units shoot all the way across the water to the enemy bases?

Subject: Re: TCW_Bridge_Galore *wip* :)
Posted by zunnie on Fri, 30 Sep 2011 22:04:52 GMT

No the Juggernaut can shoot far but not that far
I'm touching up the map a bit, and placing some more trees and rocks and texture variation
Will post a new pic soon

Subject: Re: Mediterranean Map
Posted by zunnie on Fri, 30 Sep 2011 23:43:40 GMT

I renamed the map to Mediterranean:

It is pretty much final, only thing i may change is the water:

Subject: Re: Mediterranean Map
Posted by iRANian on Sat, 01 Oct 2011 00:33:33 GMT

Looking really symmetric at the moment, you can take a look at Islands in w3dview for some ideas
to make it look less symmetric, I'd also extend the water itself a bit (although I don't know the draw
distance and fog settings you'll be having on that map). Other than that you'll just need to refine
the map with additional texture work, hilly terrain and some objects like rock and Tiberium stuff
placed here and there.

Subject: Re: Mediterranean Map
Posted by zunnie on Sat, 01 Oct 2011 04:39:23 GMT

We testplayed it for a few hours now, the map is great

Subject: Re: Mediterranean Map
Posted by GEORGE ZIMMER on Sat, 01 Oct 2011 06:46:43 GMT

C&C3 maps were all really symmetrical anyway, so I don't think that's a bad thing.

The annoying thing is the plopped trees and pretty uninspired environment design in general. I'd
offer to help with this, but but I'm not really in a position to help (And I tend to completely lose
track of what I was doing and then procrastinate horribly).
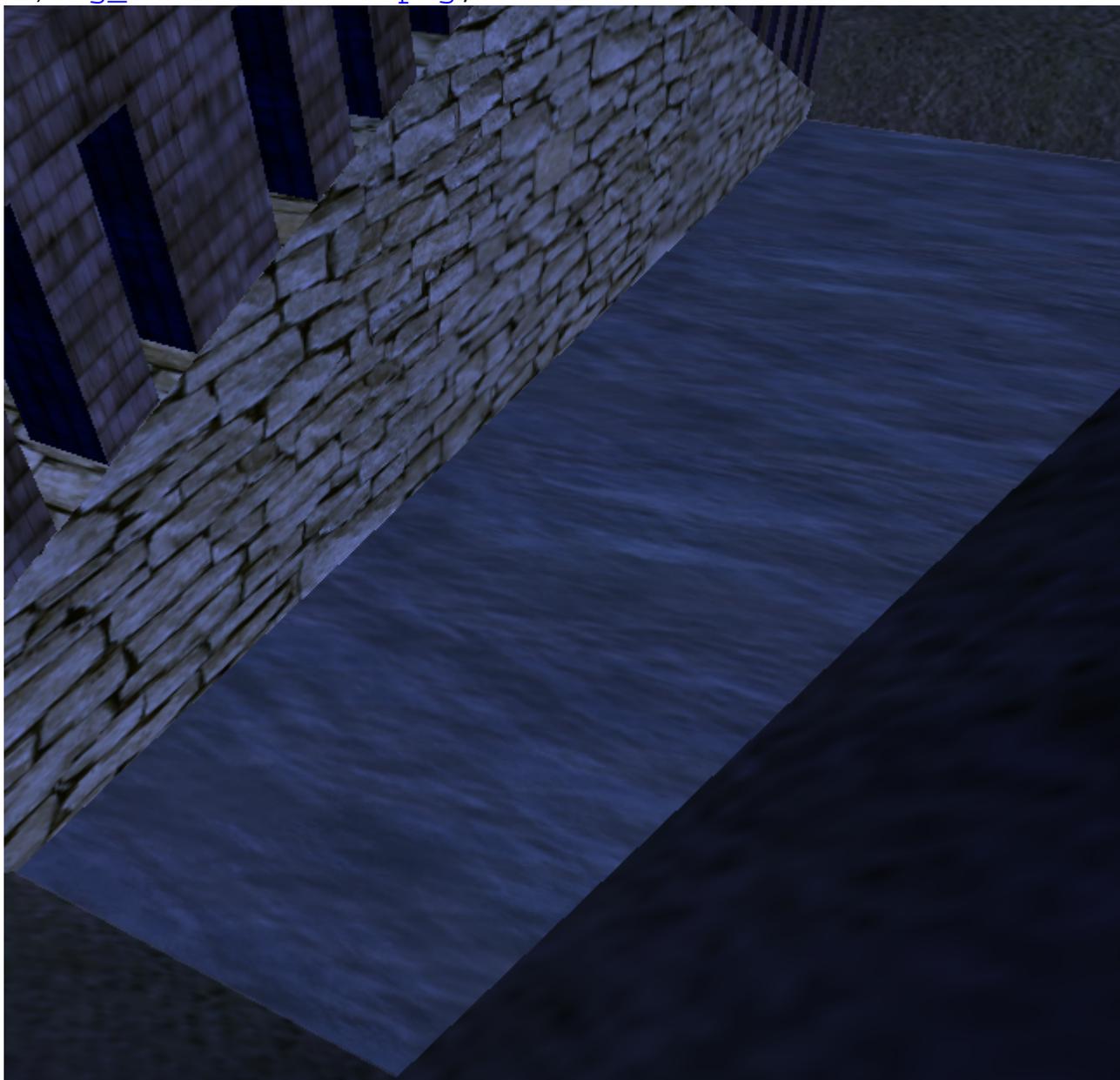
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doesn't look like a realistic water

here is a example of a realistic water made by me

the textures, shapes aren't realistic too

ps: your map looks cartoonish, C&C 3 maps doesn't.

File Attachments
1) ug_relisticwater.png, downloaded 671 times

Subject: Re: Mediterranean Map
Posted by Mauler on Sat, 01 Oct 2011 07:16:08 GMT
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sla.ro(master) wrote on Sat, 01 October 2011 01:03
the textures, shapes aren't realistic too
ps: your map looks cartoonish, C&C 3 maps doesn't.

I would like to see your amazingly detailed maps

Subject: Re: Mediterranean Map
Posted by sla.ro(master) on Sat, 01 Oct 2011 07:26:47 GMT
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Mauler wrote on Sat, 01 October 2011 10:16sla.ro(master) wrote on Sat, 01 October 2011 01:03
the textures, shapes aren't realistic too
ps: your map looks cartoonish, C&C 3 maps doesn't.

I would like to see your amazingly detailed maps

at least my maps have non-cartoon textures

Subject: Re: Mediterranean Map
Posted by Aircraftkiller on Sat, 01 Oct 2011 07:33:26 GMT
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Quote:How to Critique and Write about Art

The following steps—description, analysis, interpretation and evaluation— are the steps in a
formal critique. It is called the Feldman method. It is an established critique method that has been
used by students and professionals alike for over 50 years.

Please respond to the following sections in paragraph form, using complete sentences. Use the
questions provided as a guide to provide you with information for your paragraphs.

Describe

This stage is like taking inventory. You want to come up with a list of everything you see in the
work. Stick to the facts. Imagine that you are describing the artwork to someone over the
telephone.

List

Name of artist, title of work, and gallery or location of artwork.

If this is an in-class critique of your own or another student's work, simply list your own or their name. For example, "This is a critique of my self-portrait" or "This is a critique of Art See's self-portrait."

Note First Impression

Make a note of your first spontaneous reaction to the artwork. By the end of the process you may understand your first impression better or you may even change you mind. There are no wrong answers.

Analyze

Try to figure out what the artist has done to achieve certain effects. You should refer to your first impressions and try to explain how the artwork achieves that reaction.

Q. Use the vocabulary you learned in class. For example, if you're looking at a chain-link graphic, you learned reversals, transparency, complementary or analogous color, etc.

Q. How are the elements of art (color, shape, line, texture, space, form, value) and the principles of design (balance, contrast, emphasis, movement/rhythm, unity, variety) used in this artwork?

Q. What do you notice about the artist's choice of materials?

Q. What grabs your attention in the work? Refer to your first impression.

Q. Do you see any relationship to the things you listed during the description stage?

Interpret

Try to figure out what the artwork is about. Your own perspectives, associations and experiences meet with "the evidence" found in the work of art. All art works are about something. Some art works are about color, their subject matter, and social or cultural issues. Some art works are very accessible — that is, relatively easy for the viewer to understand what the artist was doing. Other works are highly intellectual, and might not be as easy for us to readily know what the artist was thinking about.

Q. What is the theme or subject of the work? What mood or emotions does the artwork communicate?

Q. What is the work about; what so you think it means?

Q. Why do you think that artist created this work?

Q. What do you think the artist's view of the world is?

Evaluate

This is a culminating and reflecting activity. You need to come to some conclusions about the artwork based on all the information you have gathered and on your interpretations.

Q. Have your thoughts or feelings about the artwork changed since your first impression? If so, how? What made you change your mind?

Q. If not, can you now explain your first reaction to the work?

Q. What have you seen or learned from this work that you might apply to your own art work or your own thinking?

You can easily apply this methodology to critiquing work developed for games, especially for Renegade. Try it next time. You'll get a positive response and I personally guarantee the forum won't generate negative comments toward you.

Subject: Re: Mediterranean Map
Posted by sla.ro(master) on Sat, 01 Oct 2011 07:37:13 GMT
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Aircraftkiller wrote on Sat, 01 October 2011 10:33Right, they're just stolen from other games. By the way, if you wanted to show some professionalism: try critiquing his work instead of simply bashing it because you got forced out of the project he's working on.

Here, try this next time:

Quote:How to Critique and Write about Art

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You can easily apply this methodology to critiquing work developed for games, especially for Renegade. Try it next time. You'll get a positive response and I personally guarantee the forum won't generate negative comments toward you.

if i would criticize his work, he would remove my post..

i let you criticize his map

Subject: Re: Mediterranean Map
Posted by Aircraftkiller on Sat, 01 Oct 2011 07:39:30 GMT
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You showed a Renegade water texture, but it lacks the bump mapping shader and the material definitions required for it to look "semi-realistic" or even "realistic" by your own admission. That scene you're showing would require a lot of work to be game-ready or look like anything being made for current games (or even look up to par with Renegade's standards, 2002-era). I can understand what you were attempting to do, creating a bridge with some water running underneath it, but it lacks the subtle details that make a bridge look like a bridge.

The textures are stretched, the water doesn't have any kind of "movement" to it - the texture is perfectly straight and has no distortion where it would be flowing around the bridge.

Your bricks are also rather dull due to the fact that you're relying on the texture to show the details, rather than attempting to break up the tiling by modeling in some bricks yourself. The bricks on top of the lower bricks are stretched. The UVs were not laid out correctly, so they look bunched up and unnatural. You could fix this by making the texture scale proportional to the size of the object.

By the way, if you wanted to show some professionalism: try critiquing his work (Like I did with you) instead of simply bashing it because you got forced out of the project he's working on.

I have my own set of issues with Zunnie's work, but let's focus on you for now.

Subject: Re: Mediterranean Map
Posted by Mauler on Sat, 01 Oct 2011 07:43:39 GMT
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Zunnie you are doing a good job, but i feel that the maps are being rushed and not being developed properly and/or long enough tbh..

Subject: Re: Mediterranean Map
Posted by sla.ro(master) on Sat, 01 Oct 2011 08:02:04 GMT
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Aircraftkiller wrote on Sat, 01 October 2011 10:39You showed a Renegade water texture, but it lacks the bump mapping shader and the material definitions required for it to look "semi-realistic" or even "realistic" by your own admission. That scene you're showing would require a lot of work to be game-ready or look like anything being made for current games (or even look up to par with Renegade's standards, 2002-era). I can understand what you were attempting to do, creating a bridge with some water running underneath it, but it lacks the subtle details that make a bridge look like a bridge.

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I have my own set of issues with Zunnie's work, but let's focus on you for now.

thats criticize for 'C&C_Enterway', who was a wrong map (name, too big for Ifantry only, etc.)

i made a new map, called 'C&C_Entryway", who doesn't have DOOM Textures, but concept is based on DOOM 2's first map.

here is my map, play it and tell me whats wrong with it, so i can fix it for official release (btw.. ignore the credits bug on gdi, will be fixed)

Subject: Re: Mediterranean Map
Posted by GEORGE ZIMMER on Sat, 01 Oct 2011 10:55:38 GMT
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sla.ro(master) wrote on Sat, 01 October 2011 00:03doesn't look like a realistic water

here is a example of a realistic water made by me

---

the textures, shapes aren't realistic too

ps: your map looks cartoonish, C&C 3 maps doesn't.
At first I thought that was a screenshot from the part you were critiquing (I wasn't really reading, I rarely do more than skim your posts)

then I realized you made it, and lol'd

Subject: Re: Mediterranean Map
Posted by renalpha on Sat, 01 Oct 2011 12:24:41 GMT
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^

water does not look realistic at all but just a plan with water that just STOPS! against bricks. lol nub

---

Subject: Re: Mediterranean Map
Posted by Jerad2142 on Sat, 01 Oct 2011 20:46:02 GMT
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iRANian wrote on Fri, 30 September 2011 18:33Looking really symmetric at the moment, you can take a look at Islands in w3dview for some ideas to make it look less symmetric, I'd also extend the water itself a bit (although I don't know the draw distance and fog settings you'll be having on that map). Other than that you'll just need to refine the map with additional texture work, hilly terrain and some objects like rock and Tiberium stuff placed here and there.
Its for C&C3, which definitely liked symetric maps

Subject: Re: Mediterranean Map
Posted by zunnie on Sat, 01 Oct 2011 21:40:17 GMT
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Sla i dont delete posts i dont like... You just on a crusade against TCW because we left your team a half year ago. And i
think nothing we do is good in your eyes because of that.

Yea, this map is SUPPOSED to be symmetric..

Anyway here a shot of the absolute final version:

Subject: Re: Mediterranean Map
Posted by Sir Kane on Sun, 02 Oct 2011 00:45:12 GMT
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You seriously need to fix the texturing. It's just all tiled. Look up some blending tutorial. And the big rock thingies need sone more detailed, they look like they have like 8 polygons each.

Subject: Re: Mediterranean Map
Posted by Mauler on Sun, 02 Oct 2011 01:59:50 GMT
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I agree with Sir Kane, and those rocks were meant to be used as smaller/medium rock props not background mountains.

Subject: Re: Mediterranean Map
Posted by TankClash on Sun, 02 Oct 2011 02:40:34 GMT
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I thought those were asteroids.

Subject: Re: Mediterranean Map
Posted by zunnie on Sun, 02 Oct 2011 03:47:11 GMT
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Mammoth Rush inc

Subject: Re: Mediterranean Map
Posted by NACHO-ARG on Sun, 02 Oct 2011 05:46:45 GMT
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it does need more detail but it is looking very very nice

Subject: Re: Mediterranean Map
Posted by roszek on Sun, 02 Oct 2011 07:30:35 GMT

Reminds me of one of my favorite RA2 maps ...needs boats