
Subject: TCW Tropical [wip]
Posted by [zunnie](#) on Sun, 02 Oct 2011 09:30:05 GMT
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The bridge will be for infantry only.
Green tiberium in center of base, blue tiberium and 2 spikes will be placed at the topleft area

Subject: Re: TCW Tropical [wip]
Posted by [iRANian](#) on Sun, 02 Oct 2011 10:29:21 GMT
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I'd add a second bridge, it seems too easy to camp now.

Subject: Re: TCW Tropical [wip]
Posted by [GEORGE ZIMMER](#) on Sun, 02 Oct 2011 10:45:59 GMT
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I like the general map concepts you come up with, but they really need work when it comes to the details. As iRANian pointed out, another bridge would be nice. To spice things up, add some crates for infantry to hide behind while shooting enemies on the other bridge. Could make for some fun infantry battles if done right.

Also, props feel just plopped down rather than intelligently placed- look at the original Renegade maps. Everything just kinda "fits".

I mean, imagine if C&C_Field didn't have the barn or the random little rocks around it (that weren't just plopped down), lacked the river, and lacked other little touches. And only had 1-2 textures.

Would it work? Sure, but it'd end up looking like crap and not be very immersing. From what I gather, the way the Westwood devs did their maps was by taking a general theme (a desert, a canyon, a city, etc), then thinking up a basic level design that possibly incorporates the theme in the form of obstacles/etc.

Where as yours seem to be the opposite- you take a general map concept, then kind of throw down a theme on top of it and "touch it up" afterwards. Problem is, it ends up looking like ass afterwards.

Again, I recommend looking at Renegade's maps and other really good maps, then try to understand why they're appealing.

Also, even though it's based on C&C3, the maps don't have to look exactly like a map from C&C3

on a smaller scale. I mean, you didn't exactly see giant indestructible walls that protected both players or a snowy cave area in the original C&C, but they worked them into Renegade. Think outside the box.

Hope this helps, and I'd love to see this really go somewhere

Subject: Re: TCW Tropical [wip]
Posted by [zunnie](#) on Sun, 02 Oct 2011 11:21:48 GMT
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Yep i still gotto add some props, rocks, bushes and stuff. It is a wip

Here is a editor shot:

YEAYEA the water texture needs replacing lol Although i kind of like it lol

Subject: Re: TCW Tropical [wip]
Posted by [iRANian](#) on Sun, 02 Oct 2011 11:25:28 GMT
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Are you gonna change the sky/sun settings? The weather doesn't feel tropical to me. The map and initial texture work looks like nice

Subject: Re: TCW Tropical [wip]
Posted by [zunnie](#) on Sun, 02 Oct 2011 13:20:15 GMT
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Some bush are still missing which i gotto place still

Subject: Re: TCW Tropical [wip]
Posted by [zunnie](#) on Sun, 02 Oct 2011 15:14:43 GMT
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Ingame shot (while flying lol):

Subject: Re: TCW Tropical [wip]
Posted by [NACHO-ARG](#) on Sun, 02 Oct 2011 23:09:28 GMT
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all your maps i have seen so far looks very nice, but they seams meant to be for renegade or APB, you should try whit wasteland textures, dead trees instead of palms, and a difent light setings to make them feel more like cnc3, just an opinion man.

Subject: Re: TCW Tropical [wip]
Posted by [Canadacdn](#) on Sun, 02 Oct 2011 23:42:37 GMT
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Mod Forum

Your place to talk about Tiberium Crystal War, look for help on Tiberium Crystal War, to recruit talent for Tiberium Crystal War or ask questions about Tiberium Crystal War. Don't you care?

Subject: Re: TCW Tropical [wip]
Posted by [Intradox](#) on Mon, 03 Oct 2011 02:03:42 GMT
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Canadacdn wrote on Sun, 02 October 2011 16:42Mod Forum
Your place to be a troll, look for help on trolling, to recruit talent for trolling or ask questions about trolling. Don't you care?

Subject: Re: TCW Tropical [wip]
Posted by [Aircraftkiller](#) on Mon, 03 Oct 2011 02:07:29 GMT
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He brings up a valid point. "TCW" could be put into its own topic and updates should be posted there.

Subject: Re: TCW Tropical [wip]
Posted by [Intradox](#) on Mon, 03 Oct 2011 02:14:26 GMT
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True, but what little of the renegade community left probably don't even care.

Subject: Re: TCW Tropical [wip]
Posted by [Aircraftkiller](#) on Mon, 03 Oct 2011 02:58:36 GMT

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Two of us do, otherwise nobody would be talking here about the subject.

Subject: Re: TCW Tropical [wip]
Posted by [Jerad2142](#) on Mon, 03 Oct 2011 03:43:59 GMT
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NACHO-ARG wrote on Sun, 02 October 2011 17:09all your maps i have seen so far looks very nice, but they seams meant to be for renegade or APB, you should try whit wasteland textures, dead trees instead of palms, and a difent light setings to make them feel more like cnc3, just an opinion man.

He has a point there, although I really hated the spin on the environment that C&C3 took, I really liked where firestorm was going with things.

Subject: Re: TCW Tropical [wip]
Posted by [NACHO-ARG](#) on Mon, 03 Oct 2011 04:21:12 GMT
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Jerad Gray wrote on Sun, 02 October 2011 20:43NACHO-ARG wrote on Sun, 02 October 2011 17:09all your maps i have seen so far looks very nice, but they seams meant to be for renegade or APB, you should try whit wasteland textures, dead trees instead of palms, and a difent light setings to make them feel more like cnc3, just an opinion man.

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agree, dont know why cnc3 didnt included all the tiberium flora, viseroids, Tfiend, etc, perhaps they should have maded a next evolutionary stage of the enviroment instead of empty maps, even today i see this and i think it is awsome.

Subject: Re: TCW Tropical [wip]
Posted by [Jerad2142](#) on Mon, 03 Oct 2011 04:50:57 GMT
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NACHO-ARG wrote on Sun, 02 October 2011 22:21Jerad Gray wrote on Sun, 02 October 2011 20:43NACHO-ARG wrote on Sun, 02 October 2011 17:09all your maps i have seen so far looks very nice, but they seams meant to be for renegade or APB, you should try whit wasteland textures, dead trees instead of palms, and a difent light setings to make them feel more like cnc3, just an opinion man.

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And the mutants added all sorts of strategy to the game, I remember taking an sub apc full of troops, dumping them in an enemies' tib field, and hitting x until they all turned into visceroids and then watching them go after the enemies base defenses... the good old days.

Subject: Re: TCW Tropical [wip]
Posted by [Aircraftkiller](#) on Mon, 03 Oct 2011 04:52:49 GMT
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Can you please stop quoting posts directly above your own, especially when they have images in them?

Subject: Re: TCW Tropical [wip]
Posted by [NACHO-ARG](#) on Mon, 03 Oct 2011 05:21:24 GMT
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Jerad Gray wrote on Sun, 02 October 2011 21:50And the mutants added all sorts of strategy to the game, I remember taking an sub apc full of troops, dumping them in an enemies' tib field, and hitting x until they all turned into visceroids and then watching them go after the enemies base defenses... the good old days.

old days? lol a lot of ppl still play and make mods for this shit, including me

Subject: Re: TCW Tropical [wip]
Posted by [Tunaman](#) on Mon, 03 Oct 2011 06:17:18 GMT
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Man, the amount of tiling that the texture has just hurts
not specifically saying that its terrible, because a lot of maps have that.. it just really doesn't look good to me

Subject: Re: TCW Tropical [wip]

Posted by [sla.ro\(master\)](#) on Mon, 03 Oct 2011 08:00:59 GMT

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Canadacdn wrote on Mon, 03 October 2011 02:42Mod Forum

Your place to talk about Tiberium Crystal War, look for help on Tiberium Crystal War, to recruit talent for Tiberium Crystal War or ask questions about Tiberium Crystal War. Don't you care?

he should stop posting that mod's maps/etc. here, because i/we don't care. i want C&C maps, not other's mod maps.

i hope he understand. he has his own forums, no need for his mod here. thanks.

Subject: Re: TCW Tropical [wip]

Posted by [Canadacdn](#) on Wed, 05 Oct 2011 19:03:32 GMT

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Personally, I think it would make the most sense if all ren mods had their own subforums here and moved all their users over. With such a small ren community, it would be the best way for mods to share their work with others and recruit talent (if there's any left).

Subject: Re: TCW Tropical [wip]

Posted by [iRANian](#) on Wed, 05 Oct 2011 19:43:11 GMT

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There's almost no activity in this sub-forum, so why bother splitting it up?

Subject: Re: TCW Tropical [wip]

Posted by [Intradox](#) on Wed, 05 Oct 2011 21:47:42 GMT

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Aircraftkiller wrote on Sun, 02 October 2011 19:58Two of us do, otherwise nobody would be talking here about the subject.

That's nice.

And I agree with Iranian.

Subject: Re: TCW Tropical [wip]

Posted by [zunnie](#) on Fri, 07 Oct 2011 06:41:58 GMT

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Final version:

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Subject: Re: TCW Tropical [wip]
Posted by [Intradox](#) on Sat, 08 Oct 2011 03:23:22 GMT
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Why is there an aircraft carrier between the islands and actually in the bridges?

Subject: Re: TCW Tropical [wip]
Posted by [GEORGE ZIMMER](#) on Sat, 08 Oct 2011 11:04:00 GMT
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Wait, hold on a sec- that carrier idea is potentially awesome. Make it so you can explore the hell out of it, and give it some advantage for exploring it (IE: additional powerups, credits, something). I'd say make it possible to man the guns, but that'd be pretty damn overpowered and turn it into a campfest.

Subject: Re: TCW Tropical [wip]
Posted by [zunnie](#) on Sat, 08 Oct 2011 20:35:45 GMT
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You can now get on top of the deck, mauler changed the bridges. And you can control the turrets on the deck
