Subject: C&C_Mangalia
Posted by sla.ro(master) on Mon, 03 Oct 2011 07:29:25 GMT

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AOW map, Nod vs GDI on a island map, the map name is the name of a city from Romania near the Black Sea.
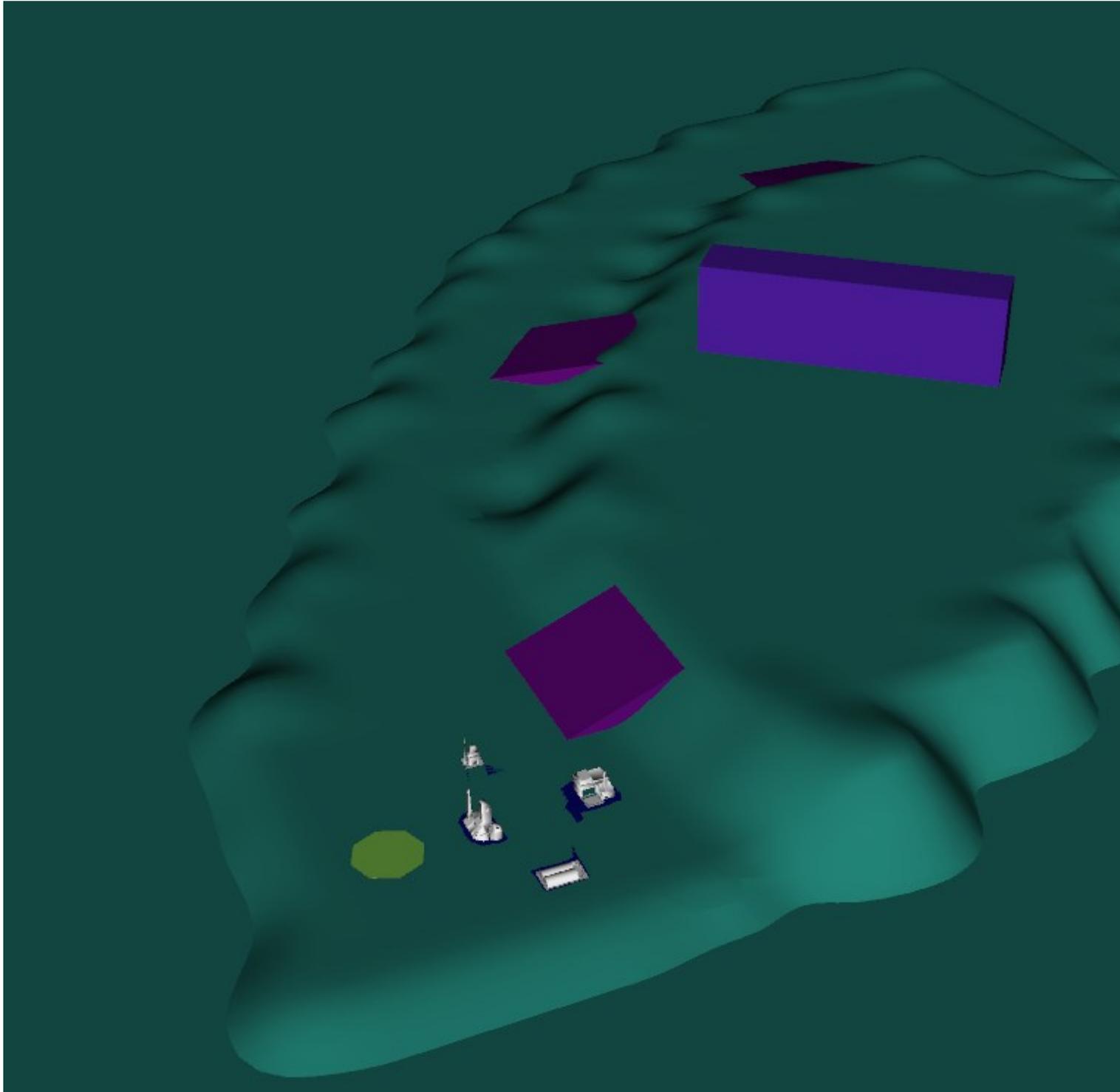
The map is based on Islands and City, my idea is to combine those and make a good map for aow or maybe for sniper. there will be few tunnels, rocks, trees, bunkers and other more

thanks.

ps: sorry for quality of screenshoot, next time will be better

File Attachments
1) mangalia_wip2.jpg, downloaded 1195 times

Subject: Re: C&C_Mangalia
Posted by Jerad2142 on Mon, 03 Oct 2011 23:08:52 GMT
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To early for us to give any opinions on what you're doing, it's hard to visualize how the map will

work when there is only one base visible.

Subject: Re: C&C_Mangalia
Posted by Mauler on Mon, 03 Oct 2011 23:30:02 GMT
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Looks boring, and the scale is off.

Subject: Re: C&C_Mangalia
Posted by Omar007 on Tue, 04 Oct 2011 07:20:12 GMT
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WIP? More like WBS (Work Barely Started)

Jerad Gray wrote on Tue, 04 October 2011 01:08To early for us to give any opinions on what you're doing, it's hard to visualize how the map will work when there is only one base visible.

Subject: Re: C&C_Mangalia
Posted by sla.ro(master) on Tue, 04 Oct 2011 08:31:53 GMT
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that screenshoot was Concept.
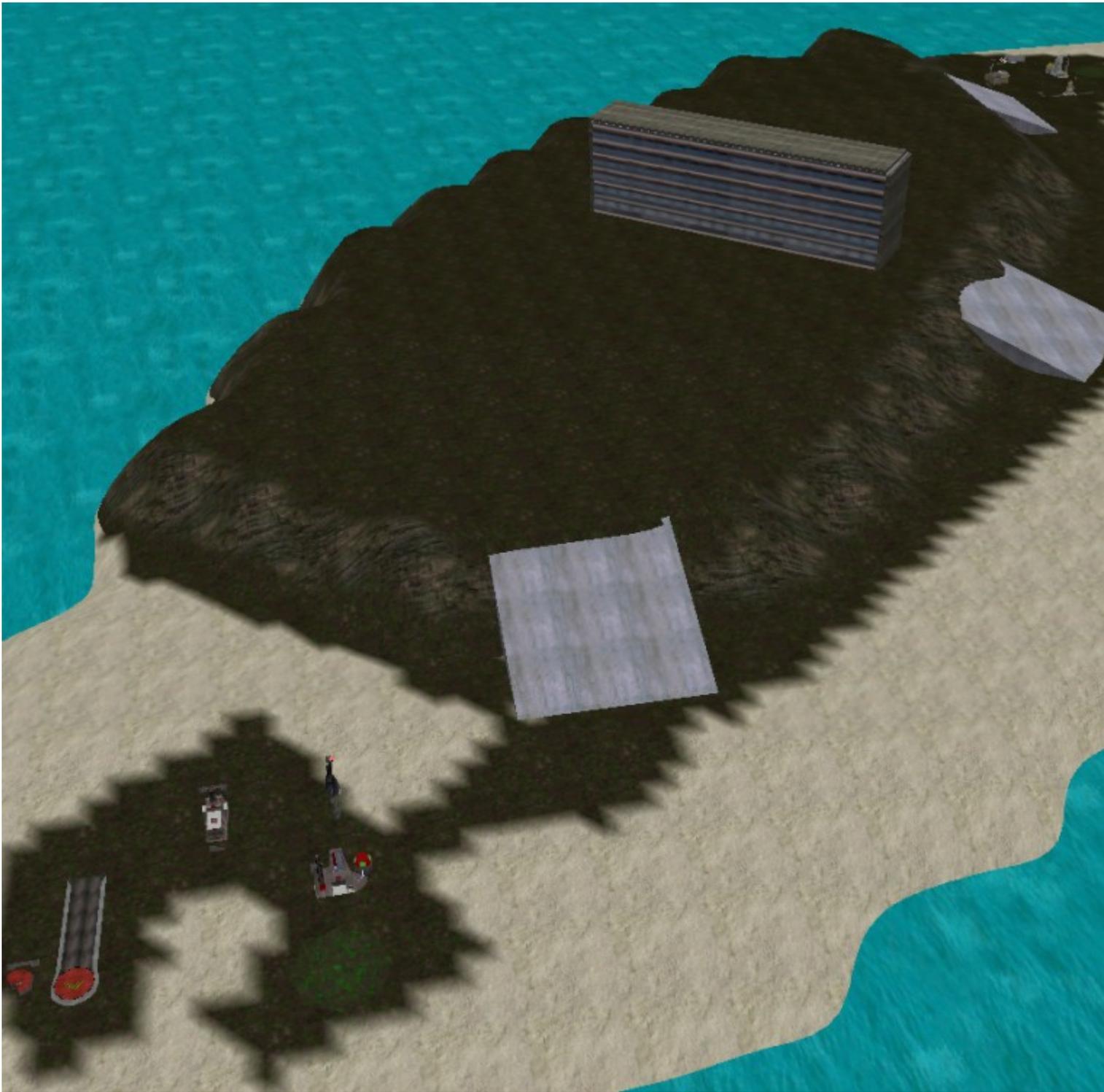

here is a textured version.

next changes will be:
 - better textures and UVW Mapping
 - smaller size (is huge)
 - tunnels
 - rocks/trees/environmental effects
 - light posts near the building
 - other more..

ps: the water is animated with Westwood's Technique

File Attachments
1) mang_textured_wip.jpg, downloaded 933 times

Subject: Re: C&C_Mangalia
Posted by Sean on Tue, 04 Oct 2011 08:33:01 GMT
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GEORGE ZIMMER wrote on Tue, 04 October 2011 01:22'tard that was awful at map making yet

insisted on releasing terrible maps. I completely forgot his name, but you're probably the same person anyway

I think the name that you're looking for is BLUETHEN.

Subject: Re: C&C_Mangalia
Posted by sla.ro(master) on Tue, 04 Oct 2011 08:42:25 GMT
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GEORGE ZIMMER wrote on Tue, 04 October 2011 11:22What the fuck is this shit?

No, seriously, what the fuck? Is that a giant blue brick in the middle of the map?

This is already awful, even if you slap on textures and all that. You remind me a LOT of this other 'tard that was awful at map making yet insisted on releasing terrible maps. I completely forgot his name, but you're probably the same person anyway

look at the new wip and i don't know who is that guy and i don't care, i released only one map on renegade forums and that map was to be honest not really good. I'm trying to make better maps, but you don't have comment like that some concepts.

Subject: Re: C&C_Mangalia
Posted by Reaver11 on Tue, 04 Oct 2011 09:03:18 GMT
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I wonder if the concept of the map will work out.
Currently it looks asif the map is very big for instance the concrete slopes are bigger than Nods base.
See if you can adjust the maps scale a bit.

In my eyes you shouldn't start texturing when your terrain isn't done: Make your tunnels first, Bridges, Slopes, Hills and what nots.

One thing I find very important is to avoid zbuffer glitches.

Look at your sloped concrete pieces I can see they are just slapped through the terrain you should really avoid this!

This is the reason why I think you started texturing to early.

Subject: Re: C&C_Mangalia
Posted by crazfulla on Tue, 04 Oct 2011 09:12:50 GMT
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You obviously don't even know any fundamental techniques, and are in dire need of reading the goddamn renhelp site. Don't post here looking for help - the amount of help you need, no one would have time to provide. You need to go away, learn for yourself, then come back when you can make something that is even remotely presentable.

Subject: Re: C&C_Mangalia
Posted by sla.ro(master) on Tue, 04 Oct 2011 09:22:06 GMT
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crazfulla wrote on Tue, 04 October 2011 12:12You obviously don't even know any fundamental techniques, and are in dire need of reading the goddamn renhelp site. Don't post here looking for help - the amount of help you need, no one would have time to provide. You need to go away, learn for yourself, then come back when you can make something that is even remotely presentable.

I'm learning from ren tutorials...

here

Subject: Re: C&C_Mangalia
Posted by Spyder on Tue, 04 Oct 2011 14:04:28 GMT
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Let's piss him off by saying nasty things again!

If you would ask for my honest first opinion, I'd say it looks like shit. But because it's not finished yet, this will not be my final conclusion.

If you wouldn't. This map is so fucking awesome. I came from just looking at it!

Subject: Re: C&C_Mangalia
Posted by GEORGE ZIMMER on Tue, 04 Oct 2011 16:45:38 GMT
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Alright, since I'm bored a nice guy, here's what's wrong with it:

1: Those ramps. Those fucking ramps. You literally just plopped them down without so much as attempting to use the environment to blend them into the design. Make it look more natural- like something you'd at least somewhat see in real life as a way to get up into elevated terrain.

2: The building in the middle. What the fuck is that? It's just a box lazily plopped into the middle. There is absolutely no reason to have it there. None. If I played this map, I would avoid it. Why is it there? Why should I care that it's there?

3: The map utterly lacks design. There are no "hot points", no interesting features, not even a decent theme (badly designed island with cartoony water..?).

Is the focus the island? Uh, okay, what elements of this island theme are being used? The water? The small size? Oh, wait, the map is huge. Sure, that's being fixed, but still. It just shows you had no intention of using any elements from your chosen theme.

4: It's WAY too wide open. This is almost always going to be a terrible idea for map design.

5: The current "features" suck. The blending is patchy at best, and the hills are far too jagged an unsightly.

I know you're not a native English speaker, but please- try to work on this map. And touch up on your map making skills a lot. You don't have to release a map- no one is forcing you to. And if you crap out a bad map, no one will want to play any of your other maps. Take some time, look at your map, and figure out what's wrong with it. Then, don't bother fixing it- just try anew. This map is unfix-able because even the concept is awful.

Subject: Re: C&C_Mangalia
Posted by sla.ro(master) on Tue, 04 Oct 2011 16:51:42 GMT
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GEORGE ZIMMER wrote on Tue, 04 October 2011 19:45Alright, since I'm bored a nice guy, here's what's wrong with it:

1: Those ramps. Those fucking ramps. You literally just plopped them down without so much as attempting to use the environment to blend them into the design.

Make it look more natural- like something you'd at least somewhat see as a way to get up into elevated terrain.

2: The building in the middle. What the fuck is that? It's just a box lazily plopped into the middle. There is absolutely no reason to have it there. None. If I played this map, I would avoid it. Why is it there? Why should I care that it's there?

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1. the ramps are made from metal to make possible for tanks/troopers to get to the cliff, i can't use cliff elevation because my idea is to use some ramps

2. the building in middle will be the camping point, this will be linked with the tunnel network, from that building you can see coming rushes and alert your team

3. the water looks nice from close up, but from far looks cartoonish, i will work on water more, because i want a more nice water looking

4. map size has been changed, is way too big

5. this will be better designed and there will be different textures. the coming wip will show the smaller size and tunnel network, right know i learn making good tunnels.

thanks for your opinion.

Subject: Re: C&C_Mangalia
Posted by Reaver11 on Tue, 04 Oct 2011 17:51:24 GMT
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sla.ro(master) wrote on Tue, 04 October 2011 09:511. the ramps are made from metal to make possible for tanks/troopers to get to the cliff, i can't use cliff elevation because my idea is to use some ramps

What he means is the same as I said above you don't put objects(meshes) through each other! The style of the ramp itself is a secondary issue.

Subject: Re: C&C_Mangalia
Posted by sla.ro(master) on Tue, 04 Oct 2011 19:33:52 GMT
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Reaver11 wrote on Tue, 04 October 2011 20:51sla.ro(master) wrote on Tue, 04 October 2011 09:511. the ramps are made from metal to make possible for tanks/troopers to get to the cliff, i can't use cliff elevation because my idea is to use some ramps

What he means is the same as I said above you don't put objects(meshes) through each other!

The style of the ramp itself is a secondary issue.

i will try remove ramps, because your right, they don't fit in this map and makes the map looks unrealistic.

Subject: Re: C&C_Mangalia
Posted by Jerad2142 on Tue, 04 Oct 2011 21:17:14 GMT
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crazfulla wrote on Tue, 04 October 2011 03:12You obviously don't even know any fundamental techniques, and are in dire need of reading the goddamn renhelp site. Don't post here looking for help - the amount of help you need, no one would have time to provide. You need to go away, learn for yourself, then come back when you can make something that is even remotely presentable.
Thanks for that pile of crap, 90% of the fan maps out there suck and a lot of mine do as well, however even if a map is terrible if you release it someone will play it. I use minecrafts' quality and stolen gameplay to prove my point.

Everyone starts somewhere, it really doesn't matter if your learning from the best map maker in the world; chances are your first map will in some way suck. It takes practice to get good at, especially since every engine handles mapping differently.

If you want to get good at making maps at Renegade you have to work in Renegade, asking people what they think is the only way to improve upon it; this is often because in your eyes it always looks good because you made it. However, if when people ask the response are in general flaming them to death not only will they quit but others won't bother with it, and slowly fewer and fewer fan maps will be made until you have < 1 super awesome map being made a year.

I'd prefer 1000 bad maps being made a year opposed to none, because someone will find one of those maps to be fun to screw around on, and that just adds value to this game.

sla.ro(master) wrote on Tue, 04 October 2011 10:51GEORGE ZIMMER wrote on Tue, 04 October 2011 19:45
3: The map utterly lacks design. There are no "hot points", no interesting features, not even a decent theme (badly design island with cartoony water..?).

Is the focus the island? Uh, okay, what elements of this island theme are being used? The water? The small size? Oh, wait, the map is huge. Sure, that's being fixed, but still. It just shows you had no intention of using any elements from your chosen theme.
3. the water looks nice from close up, but from far looks cartoonish, i will work on water more, because i want a more nice water looking

It's not really even about the water looking bad, cartoony water looks good in a cartoony environment, in the end it's all about choosing textures that fit well together so nothing stands out like "What the fuck, this water is fucking glowing blue under the orange sky" or whatever. The key

is to make the water texture (and all the textures in the environment for that matter) reflect the atmosphere your aiming for. (If you want it to be a gloomy map most of the terrain textures should be more of a dark atmosphere and the water should have a murky appearance that doesn't' stand out from the clouds).

Example

vs

Notice how badly the water stands out from the sky in the first one, granted that it doesn't really blend in with the sky all that great in the second, but I think you'll have a hard time finding a time of day for your sky with your current water texture.

Subject: Re: C&C_Mangalia
Posted by sla.ro(master) on Wed, 05 Oct 2011 09:34:03 GMT
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the cartoonish water will be fixed, i found some ways how to do that
[img=images/smiley_icons/icon_smile.gif]Smile[/img]

edit: @Jerad2142, thanks for telling me how to make water to fit in map
[img=images/smiley_icons/icon_wink.gif]Wink[/img]

Subject: Re: C&C_Mangalia
Posted by Jerad2142 on Fri, 07 Oct 2011 21:05:21 GMT
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No problem, just remember that water gets most of its color by reflecting the sky unless there is a lot of mod or something mixed in the water itself.