
Subject: New mapping project C&C_?
Posted by [Reaver11](#) on Sun, 06 Nov 2011 11:40:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

For some time now I'm working on making a map for starters a picture of the map.

Keep in mind that I have applied the terrain textures just to give you a better picture of the map (I personally think it is better than reviewing a purple blob)

So there is no alpha-blending or that sort of stuff + there is a lot of tiling right now.

In the top of the map is a double railroad on one of the railtracks there will be a train passing by. Via spawner I can randomize the cargo/train setup.

Besides that I still need to add some more infantry zones currently there is only a part near the railtracks and a sniper nest.

Also I haven't thought of a definitive name something like C&C_Railway pops up in my mind earlier on something like traindepot but since there isn't really a depot..

So tell me what you think of this map so far and if you have ideas that fit the map like what kind of props, unit ideas, infantry tunnels etc tell me!

Subject: Re: New mapping project C&C_?
Posted by [kamuixmod](#) on Sun, 06 Nov 2011 12:28:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice map. about the train I already had plans how to make it work and even squish infantry although it won't be a vehicle in le

Subject: Re: New mapping project C&C_?
Posted by [renalpha](#) on Sun, 06 Nov 2011 12:40:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks good wrayfur!!! Good job.

Subject: Re: New mapping project C&C_?
Posted by [GEORGE ZIMMER](#) on Sun, 06 Nov 2011 16:48:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Textures are grating (there's only like 3), map looks too small (kudos on not making it TOO big though), the tunnels look obviously boolean'd in (and they look boring as hell), and in general the

cliffs- as ACK would put it- look like you just made them out of clay.

Still, the design is interesting- just needs major work when it comes to the texturing. Also, might I suggest making that little "wall" on the bottom area to be more of a "double ramp" kinda shape? it just looks... awkward.

Keep working on it, and you'll come up with something good I'm sure.

Subject: Re: New mapping project C&C_?
Posted by [iRANian](#) on Sun, 06 Nov 2011 19:21:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

He stated he slapped the textures on quickly to showcase something that isn't purple or w/e RenX colour(s).

Nod currently has an easier time defending as they have 2 entrances while GDI has 3. Could you move the WF to the left and make the tunnel lead to the right of it, so it mirrors the two entrances in front of the Strip?

Subject: Re: New mapping project C&C_?
Posted by [Omar007](#) on Mon, 07 Nov 2011 08:33:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

iRANian wrote on Sun, 06 November 2011 20:21 Nod currently has an easier time defending as they have 2 entrances while GDI has 3.
Wut? I see 3 for both teams :S
Unless you mean 2 because the tib entrance and tunnel entrance of Nod are really close together

Subject: Re: New mapping project C&C_?
Posted by [iRANian](#) on Mon, 07 Nov 2011 10:44:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah I'm referring to that.

Subject: Re: New mapping project C&C_?
Posted by [roszek](#) on Mon, 07 Nov 2011 11:27:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like the look.

Subject: Re: New mapping project C&C_?
Posted by [Reaver11](#) on Wed, 09 Nov 2011 11:06:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you for the feedback guys.

What if I try to increase the space in the middle area and just remove the middle wall perhaps a shallow lake in the middle or another object of interest(Warehouse or something so the middle is interesting for infantry too?) something like that.

Agreed on the tunnels I will turn some of them into rock passages so it is more diverse. The tunnel in the GDI base is something I will look into position that it enters the GDI base is indeed different than Nods base though the road towards it is longer so I hope that might balance it.

Still thinking of the style of props needed in the map I mean a lot of trees isn't the way to go in this map is my guess.

Subject: Re: New mapping project C&C_?
Posted by [GEORGE ZIMMER](#) on Wed, 09 Nov 2011 21:01:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah that middle area just seems altogether "meh" to me. It doesn't look fun and even a little imbalanced as iRANian pointed out.

Subject: Re: New mapping project C&C_?
Posted by [iRANian](#) on Wed, 09 Nov 2011 21:40:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's more imbalanced than it seems, Nod can get an Arty behind the Tiberium Refinery and shoot the middle entrance and they also can get an Arty behind Hand/Ob/Air tower and shoot the outer entrance. Because GDI tanks suck ass in Renegade it'll be even harder than on Complex or Canyon for GDI to win.

Subject: Re: New mapping project C&C_?
Posted by [Aircraftkiller](#) on Thu, 10 Nov 2011 06:49:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think it would be more visually interesting if you removed the canyon-style walls you've placed. It looks unnatural and boxed-in.

Subject: Re: New mapping project C&C_?

Posted by [crazfulla](#) on Thu, 24 Nov 2011 00:44:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

two of nod's base entrances don't look viable, as the ob can easily rape vehicles overtop of the Air Strip. Maybe rearrange the Nod base a bit so GDI has a fighting chance?
