Subject: C&C_Prototype *wip*
Posted by zunnie on Fri, 23 Mar 2012 00:44:41 GMT
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Hookay, on to the next project

I always like special game modes and stuff so i decided to think
of something that isn't already there.
So i came up with a "Steal the Prototype" type of thing.

GDI has a Barracks building in their corner of the map
Although the Hand of Nod is not present on the map (or any other
Nod buildings for that matter) Nod CAN buy advanced infantry units
from a nearby APC-Purchase Terminal type thing i will make.

The GDI base area will have 3 'pads' on which a Prototype Mammoth Tank 2 will spawn. Only
NOD will be able to get inside to steal it.
Nod has to drive it to the start area where they spawn in order to win
the game. GDI has to stop Nod from stealing one of the prototypes.
Nod has 3 chances to steal them. If the mammoths are destroyed by GDI while
nod is trying to steal it, GDI will win the game. Nod will have about 45 up to 60 minutes to steal a
Prototype.

The Prototype Mammoth Tank 2 is a vehicle model done by Goldy58 from CnC3

wip screenshots:

Subject: Re: C&C_Prototype *wip*
Posted by Ani on Fri, 23 Mar 2012 00:46:42 GMT
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Probably the most quality-looking thing you've made. Looks awesome, can't wait to try it out.

Subject: Re: C&C_Prototype *wip*
Posted by zunnie on Fri, 23 Mar 2012 03:25:08 GMT
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Watch your step!

Subject: Re: C&C_Prototype *wip*
Posted by zunnie on Fri, 23 Mar 2012 06:31:04 GMT
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Another ingame shot:

Subject: Re: C&C_Prototype *wip*
Posted by sla.ro(master) on Fri, 23 Mar 2012 07:36:24 GMT
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try play with blending on the textures, cut them into some pieces and apply different blended materials. Also the lava should have some smoke effect. In rest the map is ok. for a wip version is good, try work more on it.

good luck.

Subject: Re: C&C_Prototype *wip*
Posted by zunnie on Sun, 25 Mar 2012 06:19:18 GMT
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The blending on this map is fine...

Subject: Re: C&C_Prototype *wip*
Posted by Jerad2142 on Fri, 30 Mar 2012 13:19:55 GMT
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Fine... if you ignore the way those tire tracks splay apart like that and disappear as fine points.

Subject: Re: C&C_Prototype *wip*
Posted by zunnie on Fri, 30 Mar 2012 13:46:51 GMT
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ok

Subject: Re: C&C_Prototype *wip*
Posted by NACHO-ARG on Fri, 30 Mar 2012 22:05:46 GMT
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Quote:The Prototype Mammoth Tank 2 is a vehicle model done by "EA Games", riged by Goldy58

and unwraped by some otter dude.
fixed

Subject: Re: C&C_Prototype *wip*
Posted by Hunter-Seeker on Sat, 31 Mar 2012 03:58:40 GMT
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some other dude?! Man, don't forget, it was NACHO-ARG's (Indios85) work

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Subject: Re: C&C_Prototype *wip*
Posted by NACHO-ARG on Sat, 31 Mar 2012 07:13:43 GMT
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haha ;p, just jocking man, but you ppl should make a model from the scratch of that mammy or at least added to it the railgun cannos of the upgrade, it looks old fashion how it is now.

Subject: Re: C&C_Prototype *wip*
Posted by reckneya on Sat, 31 Mar 2012 12:08:53 GMT
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Zunnie, you should also mention the credits for the map terrain. I have no doubt you know exactly what I mean.