Subject: C&C Noddingham
Posted by Aircraftkiller on Wed, 04 Jul 2012 02:26:00 GMT
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I should have released this years ago, back in 2002/2003 when it was first given to me. It originally looked like this:

I've removed the fake billboard trees and put in a modest amount of 3D trees in their place. I also removed all of the old trees that looked rather unrealistic in favor of the ones you see here. In addition, I've added a system of caves and passageways carved into the mountain that have six different points of access. I may consider allowing cave access from the bases so that there's more variety for infantry.

The "new" TD structures are in place now. They need to be rigged up in-game. I'll be getting that part working over the next few months. Please excuse the textures on the terrain - and any oddities you'll see. This is a very early version of the map. I figured you guys would like to see what I've been working on beyond just the buildings I've shown. Comments are welcomed. If you have suggestions, list them and I'll look into what's promising.

Subject: Re: C&C Noddingham
Posted by Generalcamo on Wed, 04 Jul 2012 02:45:52 GMT
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As soon as the pictures loaded up, my eyes popped out in how beautiful that looked. Needs texture variation, but I understand that you aren't finished with textures yet. Where would the Tiberium Field(s) go though?

Looks like a Medieval theme going on around here. I would model up a cannon, and place two on those front towers, in each base. That would be fun for people to garrison and use.

--Also, wasn't there also the flying version of Land?

Subject: Re: C&C Noddingham
Posted by NACHO-ARG on Wed, 04 Jul 2012 03:37:54 GMT
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it is very good looking so far. may be added a couple of rocks in the field to complement trees and offer better cover for inf trying to reach the litle wood on the midle.

Subject: Re: C&C Noddingham
Posted by Xpert on Wed, 04 Jul 2012 04:14:52 GMT
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The Airstrip is so sexy.

Subject: Re: C&C Noddingham
Posted by iRANian on Wed, 04 Jul 2012 07:06:52 GMT
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This definitely reminds me of the GDI campaign in TD.

Subject: Re: C&C Noddingham
Posted by Aircraftkiller on Wed, 04 Jul 2012 18:00:58 GMT
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I'm well aware that it needs more texture variation. I fully planned to add that, but at the moment I've got the terrain put together as one piece so I can edit the mountains and the parts where the rock meets the grass so that it all stays together and makes for less annoying editing.

Rocks are an idea I considered. I might go into Mudbox and make some more. I created a rock set for the cave entrances to prevent vehicles from getting in there, but I imagine the field would be more useful with places for infantry to hide beyond the forest. By the way, the forest is infantry-only - the translucent barrier you see over the trees is a vehicle blocker. These are Max renders so I haven't put it in-game yet, but it's getting closer.

Subject: Re: C&C Noddingham
Posted by Generalcamo on Wed, 04 Jul 2012 18:06:24 GMT
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Oh really? Infantry only?

Add a mine shaft door which will lead to the cave system. The door should look old and exposed to some heavy elements, and should break apart in a shot.

Subject: Re: C&C Noddingham
Posted by Troll King on Wed, 04 Jul 2012 20:58:15 GMT
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You sir, are a nice map maker

Subject: Re: C&C Noddingham
Posted by Generalcamo on Thu, 05 Jul 2012 13:52:11 GMT
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Are you going to be lightmapping this map? It would probably be a good idea to lightmap it, so it looks like a WW map. But then you would also need to have .wlts of the interior as well, and that might cut into size.

Subject: Re: C&C Noddingham
Posted by Aircraftkiller on Thu, 05 Jul 2012 17:54:59 GMT
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Lightmapping requires far too much of the precious little time I have to devote to personal projects; so, no, I will not be lightmapping it. There is no tool to set the chunks that disable vertex lighting anyhow, so it would be a waste of time to lightmap anything but the structure interiors.

Subject: Re: C&C Noddingham
Posted by OWA on Fri, 06 Jul 2012 08:37:45 GMT
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Looking good so far; it's funny to think how much w3d mapping has come in 10 years. I'm really liking the TD-style buildings.

Some of your trees look like they may benefit from some variation in scale and the castle wall looks a bit bland. Other than those points, there isn't much else to say. Nice one!

Are you think about putting in some of the more TD-esque vehicles into this one too?

Subject: Re: C&C Noddingham
Posted by Xpert on Fri, 06 Jul 2012 09:51:36 GMT
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He's using the TD vehicles aswell. A good example would be the Fjords map he made. The Mammoth Tank is so god damn sexy.

Subject: Re: C&C Noddingham
Posted by Generalcamo on Fri, 06 Jul 2012 14:21:12 GMT
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He also has a few new vehicles that according to him, Sir Pheonixx made for APB. They just need a retexture.

Subject: Re: C&C Noddingham
Posted by Mauler on Sun, 22 Jul 2012 03:37:58 GMT
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Aircraftkiller wrote on Thu, 05 July 2012 11:54Lightmapping requires far too much of the precious little time I have to devote to personal projects; so, no, I will not be lightmapping it. There is no tool to set the chunks that disable vertex lighting anyhow, so it would be a waste of time to lightmap anything but the structure interiors.

I have successfully disabled vertex lighting in my lightmapped models... Just tested it and the W3D Viewer Scene lights and ambient lighting does not affect the material so all the lighting information comes directly from the lightmap rendered from Max

Here is a video i made up to demo it
http://www.youtube.com/watch?v=8rrJ-XC-zyg

Subject: Re: C&C Noddingham
Posted by Aircraftkiller on Sun, 22 Jul 2012 04:28:23 GMT
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It's possible to get the same effect in W3D Viewer by increasing the ambient lighting to 100%. The problem is how to achieve it in-game. I'm curious as to how you managed to do that.

Subject: Re: C&C Noddingham
Posted by Mauler on Sun, 22 Jul 2012 06:59:24 GMT
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yeah but increasing the ambient lighting ingame or the viewer causes undesired effects. I have disabled vertex lighting ingame,w3d, editor..

Here is another video showcasing the models that i created to test this with.
http://www.youtube.com/watch?v=OUF5xKCXNgI&feature=plcp

Sunlight,Ambient lighting is not affecting the structure exterior, interior lightmaps. Before this method the ambient lighting needed to be set at 145,145,145 and in greyscale only.. as any other settings, things would not look correct..

No Chunk tools needed...

Another note I would like to mention is you can disable lighting on anything, not just meshes with lightmaps. Anything you don't want engine lighting on can be disabled.

Subject: Re: C&C Noddingham
Posted by Aircraftkiller on Sun, 22 Jul 2012 07:10:10 GMT
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Okay, what's this "method" you refer to?

Subject: Re: C&C Noddingham
Posted by Generalcamo on Sun, 22 Jul 2012 12:48:56 GMT
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Wow, if this works in stock renegade, then this will probably be one of the most significant innovations since custom scripts.

Subject: Re: C&C Noddingham
Posted by iRANian on Sun, 22 Jul 2012 13:50:58 GMT
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Not really no even if someone redid all the models/maps with this enabled.

Subject: Re: C&C Noddingham
Posted by Aircraftkiller on Wed, 25 Jul 2012 02:23:02 GMT
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So, what was the point of saying anything about it if you didn't plan to reveal how it was accomplished?

Subject: Re: C&C Noddingham
Posted by Mauler on Wed, 25 Jul 2012 02:40:43 GMT
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Well I have been busy and Was planning to make a tutorial on it , I will send you a pm how to do so.. I'm not trying to hide it... It's just no one else has really helped me along while I learn W3D, one of many other engines I dabble in.. So I really was waiting for someone worthy of the information to ask me.. Since most people here are so secretive about their information

Subject: Re: C&C Noddingham
Posted by Ethenal on Wed, 25 Jul 2012 03:50:56 GMT
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Mauler wrote on Tue, 24 July 2012 21:40Well I have been busy and Was planning to make a tutorial on it , I will send you a pm how to do so.. I'm not trying to hide it... It's just no one else has really helped me along while I learn W3D, one of many other engines I dabble in.. So I really was waiting for someone worthy of the information to ask me.. Since most people here are so secretive about their information
impeccable logic, you're just further propagating what you just said

---

Subject: Re: C&C Noddingham
Posted by Mauler on Wed, 25 Jul 2012 03:57:32 GMT
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Well this is common knowledge if anyone took the time to read the W3D tool documentation it would explain how to disable the lighting on the mesh

---

Subject: Re: C&C Noddingham
Posted by Gen_Blacky on Wed, 25 Jul 2012 06:37:50 GMT
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Mauler wrote on Tue, 24 July 2012 21:57Well this is common knowledge if anyone took the time to read the W3D tool documentation it would explain how to disable the lighting on the mesh

---

Subject: Re: C&C Noddingham
Posted by Aircraftkiller on Wed, 25 Jul 2012 13:52:06 GMT
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I haven't opened up the documentation for quite some time now. Thanks for reminding me.

Subject: Re: C&C Noddingham
Posted by jonwil on Tue, 31 Jul 2012 15:42:42 GMT
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Someone wanna remind me where in the documentation this feature is documented?

Subject: Re: C&C Noddingham

Posted by Mauler on Tue, 31 Jul 2012 17:45:04 GMT
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http://command.and.conquer.free.fr/tutos/W3D%20Tutorials/content/w3d_shader.htm

Under "Pri" Gradient or Primary Gradient

Subject: Re: C&C Noddingham
Posted by Generalcamo on Tue, 31 Jul 2012 17:50:21 GMT
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So, enabling Primary and Secondary Gradients is all that needs to be done?

NEAT!

Subject: Re: C&C Noddingham
Posted by Aircraftkiller on Tue, 28 Aug 2012 03:05:51 GMT
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Here's some more progress. The WF interior is now lightmapped. The objects that appear to be brighter than the surrounding environment (railings, chairs, etc) are not lightmapped and will receive vertex solving in-game; the intention here is to save UV space for more important objects and let simplistic ones take vertex lighting instead.

Subject: Re: C&C Noddingham
Posted by Xpert on Tue, 28 Aug 2012 04:32:43 GMT
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Looks sick

Subject: Re: C&C Noddingham
Posted by shaitan on Wed, 29 Aug 2012 00:22:12 GMT
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Xpert wrote on Tue, 28 August 2012 00:32Looks sick
Who is going to mill about in the refinery/wf gawking at all of the cool stuff?

Waste-of-your-time-to-make. Waste-of-a-persons-FPS.

Subject: Re: C&C Noddingham
Posted by Aircraftkiller on Wed, 29 Aug 2012 00:32:35 GMT
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It's much less of a waste of my time than the time you've spent whining about iRan spamming for five minutes. This is productive, your whining is not.

Subject: Re: C&C Noddingham
Posted by shaitan on Wed, 29 Aug 2012 00:41:03 GMT
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Aircraftkiller wrote on Tue, 28 August 2012 20:32It's much less of a waste of my time than the time you've spent whining about iRan spamming for five minutes. This is productive, your whining is not.
You're wasting troll posting space with this kind of shit. Most of the people have shitty computers. Do you really think anyone's going to play on that map?
C&C_Fjord.mix

Subject: Re: C&C Noddingham
Posted by Aircraftkiller on Wed, 29 Aug 2012 01:20:46 GMT
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I must have edited these with Photoshop or something.

Subject: Re: C&C Noddingham
Posted by shaitan on Wed, 29 Aug 2012 01:24:45 GMT
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On the release of 4.0...with Wilo flooding servers. Mission Accomplished!
Try it these days.

Subject: Re: C&C Noddingham
Posted by Ethenal on Wed, 29 Aug 2012 01:35:52 GMT
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That Weapons Factory looks AWESOME!

This topic just wouldn't be complete without shaitard whining about shit he doesn't understand because he has nothing better to do with his life. Wait, are we sure Noddingham isn't R-G-H 5.0 in disguise?

Better check to see if it allows you to send unlimited radio commands!

Subject: Re: C&C Noddingham
Posted by shaitan on Wed, 29 Aug 2012 01:57:27 GMT
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Ethenal wrote on Tue, 28 August 2012 21:35Ethenal wrote on Mon, 27 August 2012 15:34shaitan wrote on Wed, 27 June 2012 11:12
This topic just wouldn't be complete without shaitard whining about shit he doesn't understand because he has nothing better to do with his life. Wait, are we sure Noddingham isn't R-G-H 5.0 in disguise?

Better check to see if it allows you to send unlimited radio commands!
But I guess that's why Jelly still reigns surpreme.

If UnfairWis ever got rid of the gay hostnicks you'd have no players.
I never did do that lastnight, thanks for changing my mind. Jelly#2!
If he didn't want me shitting on his floor here, then he should have kept his mouth shut in the other topic.
How about we clusterfuck this one up to 32 pages?

Subject: Re: C&C Noddingham
Posted by Ethenal on Wed, 29 Aug 2012 02:33:29 GMT
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shaitan wrote on Tue, 28 August 2012 20:57Ethenal wrote on Tue, 28 August 2012 21:35Ethenal wrote on Mon, 27 August 2012 15:34shaitan wrote on Wed, 27 June 2012 11:12
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How about YOU (don't blame everyone else for your stupidity) NOT clusterfuck up this thread about a Renegade map - you know, something you're not capable of making. Just pretend it's R-G-H 5.0 and maybe you'll have a better grasp of things.

If you still think the whole nickname thing would actually make a difference at this point, that's cool - I disagree, for I think it seems that Renegade is so low on players at this point that the only people playing have already resolved to play at the server they play at. But of course, that's just me using logic, which has no place on this forum.

Regardless, shaitan is a fucking idiot. And Jelly doesn't just do things to prove points to fucking idiots. We will remain at the top of the server list and at the top of the player counts. Thanks for the input, though.

On topic: what buildings have you not completed yet?

Subject: Re: C&C Noddingham
Posted by Aircraftkiller on Wed, 29 Aug 2012 02:39:27 GMT
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Ethenal: The buildings are done outside of being rigged in-game. The Weapons Factory itself isn't completed totally, it's just mostly rigged and ready to go. For argument's sake, we'll call it done.

Done:

Weapons Factory

Fully completed exterior and interior, but just needs rigging and/or light mapping:

Infantry Barracks
Hand of Nod
Tiberium Refinery
Airstrip
Turret
Guard Tower
Repair Facility
Concrete Wall
Chain Link Fence
Sandbags

Exterior is completed:

Advanced Guard Tower

Power Plant
Advanced Power Plant
Communications Center

Not started:

Advanced Communications Center
Construction Yard
SAM Site
Obelisk of Light
Helipad

Subject: Re: C&C Noddingham
Posted by shaitan on Wed, 29 Aug 2012 02:57:17 GMT
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Ethenal wrote on Tue, 28 August 2012 22:33Blah blah blah I said a bunch of shit here that shaitan doesn't give a flying fuck about. Oh, and Jelly would fall to pieces if we didn't have high hostnicks. The moderators would have noone but themselves to ignore/treat like shit if that were so. BoofuckingHoo I take it anally.

Subject: Re: C&C Noddingham
Posted by Aircraftkiller on Wed, 29 Aug 2012 03:11:56 GMT
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Get off my thread, you shit.

Subject: Re: C&C Noddingham
Posted by shaitan on Wed, 29 Aug 2012 03:38:18 GMT
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Why? This is a public forum where everyone posts whatever the hell they want to...wherever they want to.
I have a fix for you ACK: stay the hell out of discussions that do not concern you, and I will stay out of yours.

Subject: Re: C&C Noddingham
Posted by Ethenal on Wed, 29 Aug 2012 03:48:14 GMT
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shaitan wrote on Tue, 28 August 2012 22:38Why? This is a public forum where everyone posts whatever the hell they want to...wherever they want to.
I have a fix for you ACK: stay the hell out of discussions that do not concern you, and I will stay out of yours.

...But you already got involved in his discussion by posting your nonsense that nobody cares about, and you tell him to get out of yours? In HIS thread?

I do delight at the fact that you take the time to misquote my reply that you supposedly don't care about, even though you took the time to edit the quote... hmm, this is reciprocal logic. Can't do much with that.

And yes, Jelly moderators are so terrible that they force all the players out of our server - oh wait, that definitely can't be us...

Quote:
 Tue   22:45:34   (&Ethenal) !gi
 Tue   22:45:35   (&JellyMarathon) Gameinfo: (WOL) Map: C&C_Complex.mix GDI: 18/50 players 17774 points Nod: 15/50 players 19678 points 0.11.06 mins left SFPS: 102

Hmm, must be a slow night. Well, slow for us, anyway.

I can't wait to see the Obelisk and the Advanced Comm. Center.

Subject: Re: C&C Noddingham
Posted by shaitan on Wed, 29 Aug 2012 03:50:54 GMT
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Ethenal wrote on Tue, 28 August 2012 23:48shaitan wrote on Tue, 28 August 2012 22:38Why? This is a public forum where everyone posts whatever the hell they want to...wherever they want to.
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Hmm, must be a slow night. Well, slow for us, anyway.

I can't wait to see the Obelisk and the Advanced Comm. Center.
We already moved to the other topic, you slow piece of shit. Keep up!

Subject: Re: C&C Noddingham
Posted by Ethenal on Wed, 29 Aug 2012 03:57:02 GMT
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shaitan wrote on Tue, 28 August 2012 22:50
We already moved to the other topic, you slow piece of shit. Keep up!

Subject: Re: C&C Noddingham
Posted by Bazil on Wed, 29 Aug 2012 05:17:09 GMT
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Slow down guys, the map and stuff looks splendid. The fact that impresses me is all this was done by one person.
Nice amount of players you have there ACK.

Subject: Re: C&C Noddingham
Posted by Generalcamo on Sat, 01 Dec 2012 03:52:41 GMT
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Any update on this map or those structures?

Subject: Re: C&C Noddingham
Posted by Aircraftkiller on Sun, 02 Dec 2012 07:54:31 GMT
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I got tired of developing art for a dead game.

Subject: Re: C&C Noddingham
Posted by zunnie on Sun, 02 Dec 2012 12:18:45 GMT
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I'm sure a lot of people will be happy with the map if you do decide to finish it though

---

Subject: Re: C&C Noddingham
Posted by Generalcamo on Sun, 02 Dec 2012 15:45:36 GMT
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So, what is going to happen to the map? Will you release the source of it and the buildings? Or keep it for yourself as assets for a future project?