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Subject: My Map

Posted by [C4Smoke](#) on Sat, 28 Jul 2012 23:34:39 GMT

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Not all the way done, I am still going to add tunngle networks and underground Tib-Cave, I am going to probably add one turret and one Gaurd Tower just for some defenses, more trees and bushes to come, My first real legit map what do you guys think? and any suggestions / tips.

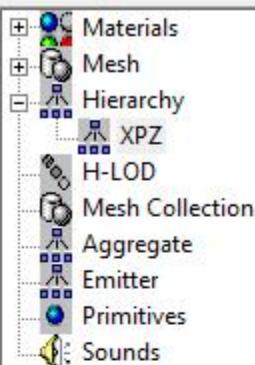
Edit: In first screen shot I know the mountains looked stretched and its fixed its mostly just showing the river, I fixed it and to lazy to take another ss.

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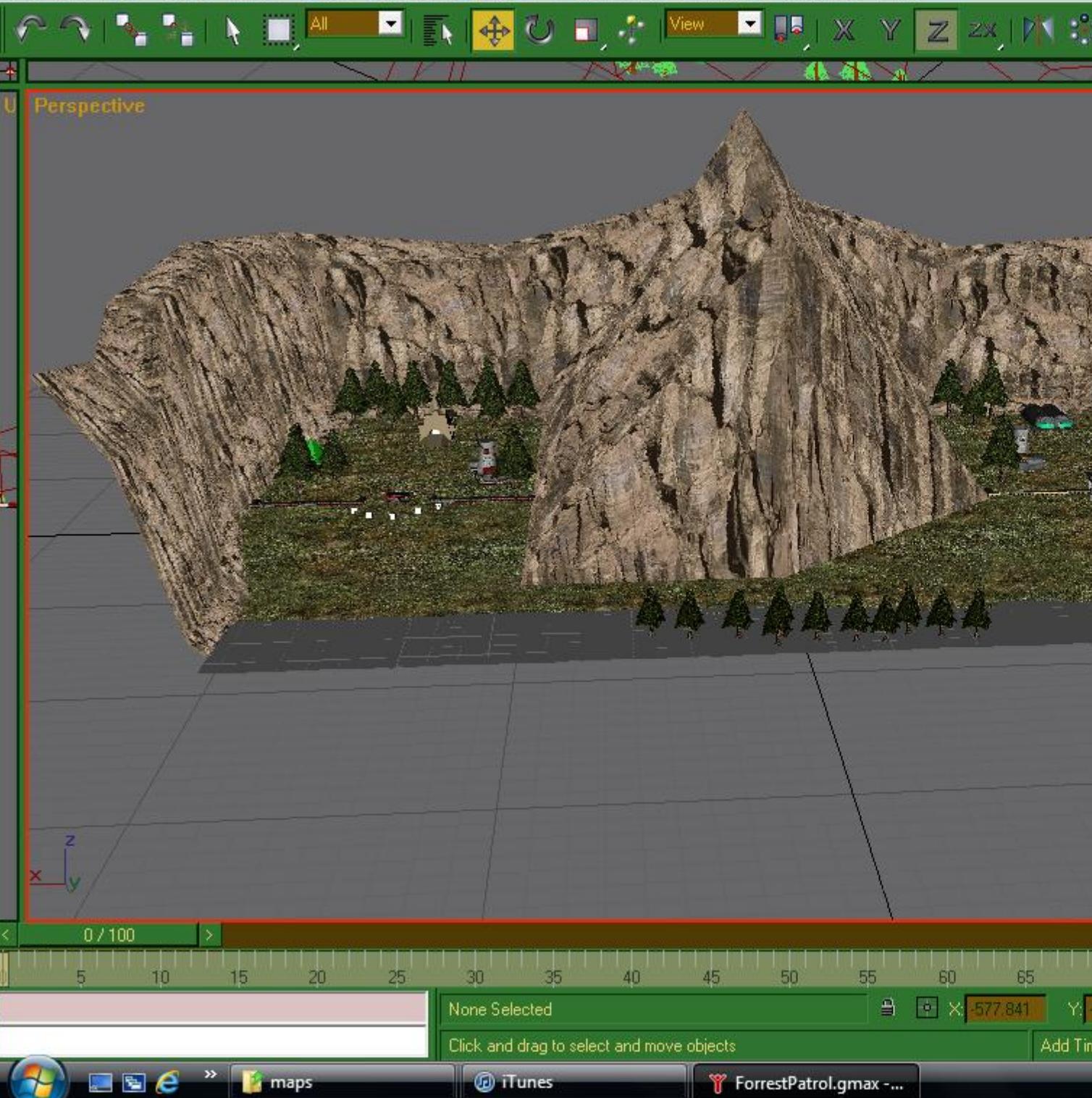
**File Attachments**

1) [forrestpatrol3.jpg](#), downloaded 1181 times

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2) [forrestpatrol4.jpg](#), downloaded 1175 times



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Subject: Re: My Map

Posted by [Mauler](#) on Sat, 28 Jul 2012 23:40:11 GMT

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Keep on practicing, the map is very basic. Textures need to be properly UV unwrapped, the mesh is very low poly. But you have to start somewhere

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**Subject: Re: My Map**

Posted by [C4Smoke](#) on Sat, 28 Jul 2012 23:45:49 GMT

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Mauler wrote on Sat, 28 July 2012 16:40Keep on practicing, the map is very basic. Textures need to be properly UV unwrapped, the mesh is very low poly. But you have to start somewhere

how you do UV unwrapping?

Thank you!

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**Subject: Re: My Map**

Posted by [Reaver11](#) on Sun, 29 Jul 2012 00:07:36 GMT

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C4Smoke wrote on Sat, 28 July 2012 16:34Not all the way done, I am still going to add tunnle networks and underground Tib-Cave

My advice do not start texturing when your map meshes aren't done.  
Especially if you still want caves / are working heavily on the meshes.  
For the rest it is a basic map but it is a start!

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**Subject: Re: My Map**

Posted by [Aircraftkiller](#) on Sun, 29 Jul 2012 06:24:08 GMT

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It doesn't really matter if you apply textures or not while you're modeling. What does matter is getting the shape of the objects correct. As others have noted, your design is pretty rough. You'll want to put some work into it and give it some resolution to get that clifffy feel. You'll want to play with the edges and pull it out. Use some references to help you get the shapes down. You can always make low-frequency detail (larger shapes in the rockface) as the primary feature of your terrain and allow a tiling texture to fill in the details. Afterward, you can polish it with a texture blend which, for your scene, would likely be grass or a moss of some kind.

<http://www.environmentalgraffiti.com/featured/incredible-cliff-faces/10012?image=2>

There's some ideas for cliff faces taken directly from nature. You might wish to play around with that and see if anything fits the aesthetic you're going for.

You'll also want to use the UVW Mapping modifier to tile your textures in such a way that the grass repeats; you'll prevent it from being a very blurry mess when you're on the ground. When you feel more confident with the tools, I would recommend moving past the simple "box canyon" look and attempt to make it look more natural; some sort of terrain features could be added (such as roads, bridges, forests, etc) to remove the huge cliff faces that you've placed in favor of a more natural looking design which would tell players that they're unable to leave. It's better to have a road leading into the distance that's been blocked with signs or some other obstacles, backed up with an invisible barrier, than it is to have the Renegade "box canyon" where there is no way in and no way out of the terrain.

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**Subject: Re: My Map**

Posted by [C4Smoke](#) on Sun, 29 Jul 2012 06:41:11 GMT

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Thank you so much ACK, coming from a mapper legend like you, I am still getting the hang of it and thank you for your tips and advice!

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**Subject: Re: My Map**

Posted by [iRANian](#) on Sun, 29 Jul 2012 09:15:55 GMT

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haha oh wow that map looks absolutely terrible

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**Subject: Re: My Map**

Posted by [cAmpa](#) on Sun, 29 Jul 2012 11:37:43 GMT

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C4Smoke wrote on Sun, 29 July 2012 08:41 Thank you so much ACK, coming from a mapper legend like you

Are you kidding, HIS MAPS IS BAD.

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**Subject: Re: My Map**

Posted by [Generalcamo](#) on Sun, 29 Jul 2012 22:18:01 GMT

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Coincidence: I was working on something like this back in 2010, when I was twelve. Lots of things changed since then...

Anyway, The tops of the mountains must be smoothed out. Add more polies to the tops. Don't go crazy on them, just enough to make it a little rounder.

Building on what Aircraft Killer has said, it might be a good idea to have a natural boundary. Add thick trees, or a big river. If you want, you can have a path leading off the map. Just make sure you add some invisible instakill mines. If you need help setting those up, then you can contact me.

Also, what program are you using? If it is 3ds max, I recommend using Aircraft Killer's Setup, as those are more optimized then the original renegade buildings.

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**Subject: Re: My Map**

Posted by [Aircraftkiller](#) on Sun, 05 Aug 2012 03:08:37 GMT

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I'd like to see some progress from the critique you were given. Did you make any headway?

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**Subject: Re: My Map**

Posted by [C4Smoke](#) on Sun, 05 Aug 2012 06:26:24 GMT

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cAmpa wrote on Sun, 29 July 2012 04:37C4Smoke wrote on Sun, 29 July 2012 08:41Thank you so much ACK, coming from a mapper legend like you

Are you kidding, HIS MAPS IS BAD.

His maps are legit and very well done what are you talking about...

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**Subject: Re: My Map**

Posted by [sla.ro\(master\)](#) on Sun, 05 Aug 2012 09:12:17 GMT

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cAmpa wrote on Sun, 29 July 2012 04:37C4Smoke wrote on Sun, 29 July 2012 08:41Thank you so much ACK, coming from a mapper legend like you

Are you kidding, HIS MAPS IS BAD.

thats why all custom maps server host his maps?

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**Subject: Re: My Map**

Posted by [Generalcamo](#) on Sun, 05 Aug 2012 13:30:20 GMT

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Its an old joke. It comes from the same place as GLACIER FLAYING.

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**Subject: Re: My Map**

Posted by [sla.ro\(master\)](#) on Sun, 05 Aug 2012 21:31:35 GMT

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generalcamo wrote on Sun, 05 August 2012 16:30  
Its an old joke. It comes from the same place as GLACIER FLAYING.

ah. i remember now lol  
and yes, that map is BAD!

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**Subject: Re: My Map**

Posted by [renalpha](#) on Tue, 07 Aug 2012 10:21:33 GMT

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shouldn't be forgotten. gamespy players issue?  
I WRUGHT THIS TO YOU!!!

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**Subject: Re: My Map**

Posted by [Major-Payne](#) on Fri, 10 Aug 2012 22:46:41 GMT

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BUT HE DIDN'T MAKE CARNAGE\_CLUB\_XTREME.MIX WHICH IS BY ALL RIGHTS THE BEST MAP EVER

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**Subject: Re: My Map**

Posted by [Good-One-Driver](#) on Fri, 10 Aug 2012 23:32:03 GMT

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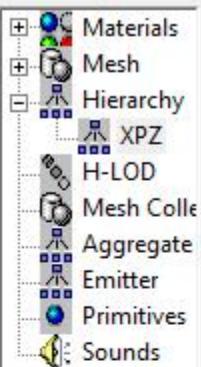
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I haven't worked on it recently but I am going to start again.

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#### File Attachments

1) [most recent.jpg](#), downloaded 807 times



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maps

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xpz - W3D Viewer

Subject: Re: My Map

Posted by [danpaul88](#) on Sun, 12 Aug 2012 19:00:32 GMT

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The base structures seem rather spread out, is that deliberate? By eye I would guess 25-30 seconds to get from the back end of the HoN to their power plant, giving little chance to defend a timed c4

Edit: Also, unless you plan to add powered defences the power plant is a bit useless.

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**Subject: Re: My Map**

Posted by [Aircraftkiller](#) on Sun, 12 Aug 2012 20:16:44 GMT

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It adds more depth in attacking, so you end up with doubled unit costs if it's destroyed.

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**Subject: Re: My Map**

Posted by [Good-One-Driver](#) on Sun, 12 Aug 2012 20:21:17 GMT

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Aircraftkiller wrote on Sun, 12 August 2012 13:16It adds more depth in attacking, so you end up with doubled unit costs if it's destroyed.

Exactly, and it makes it more intense defending cause you got to defend 3 buildings, 2mcts, and it makes the map look more complete imo.

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**Subject: Re: My Map**

Posted by [Good-One-Driver](#) on Sun, 12 Aug 2012 21:08:11 GMT

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Okay so on renx my rightside bar just disspread and I was wondering if anyone knows the shortcut or how to get it back?

and how can I add like "skins" or diffrent characters while in pt? Like some maps have a arrow and you can select through diffrent skins of the character or even a diffrent character.

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**Subject: Re: My Map**

Posted by [Xpert](#) on Sun, 12 Aug 2012 21:12:18 GMT

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Your terrain edges of the mountains are too straight. You should make them look more jagged. Also the mountain texture looks stretched out.

Also I agree with danpaul. The buildings are too spread out and far apart. Try thinking about how C&C\_Sand is. It's an infantry map and the walking distance from building to building isn't that long but also, try avoiding the buildings to be double beaconed.

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