Posted by Reaver11 on Fri, 03 Aug 2012 20:05:45 GMT
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One of my older ideas was to incorporate a railway into a renegademap.
However my earlier maps didn't work out the way I wanted them to so I redesigned the idea and
I'm wondering what you guys think of it.

The map is nearing completion!
Only one thing remains does anyone know a way to setup a scriptzone that only allows one
objectID to physically go through it?

And I want to know what you guys think of it so I can improve the map before releasing it.

The Idea is that it is a fast rush map.
Base defenses are basically only there to kill single wandering souls.
Story behind the map is that a leaking liquidtiberium train transport infested a abandoned
dock/harbor with tiberium and that leaves GDI and Nod fighting over the rampart growing tiberium.
Polygon count of the map is 48068 with collision zones.

Currently there are two trains setup one with cargo and one without.
There are also some civilian vehicles setup to drive over the bridge in the infantry only space.
The train/cargo model I currently use is a temporary model.

Now onto some screenshots!
LE Top en Front view ->
Toggle Spoiler

In game screenshots ->
Toggle Spoiler

Subject: Re: C&C_Dockside
Posted by Aircraftkiller on Fri, 03 Aug 2012 21:29:33 GMT
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The metal floor plating is far too large compared to the character model. Your fences are too
short, and the texture is being smashed vertically. You have texture stretching on the rear of the
tank cars, and the texture being used on them doesn't really look like the kind of surface a tank
car would have.

Here's an example:

The cross beams on the bridge could use some texture detailing, perhaps some kind of bar with
bolts on it. Something to make it look visually interesting. Right now it's very bland and it's obvious
that you used a generic metal texture set to box mapping.

You should add fences next to the area where the trains are, and scale them appropriately to the size of the character.

The railroad texture doesn't really jive with the textures it's sitting next to. You can tell it's photo-sourced whereas the road texture looks like one of the bland Renegade textures.

The huge caution stripe going horizontally across the bridge makes no sense.

Other than that, it looks like a good start. Put some more work into it and I imagine it will look more interesting.

Subject: Re: C&C_Dockside
Posted by Reaver11 on Fri, 03 Aug 2012 22:30:21 GMT
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Aircraftkiller wrote on Fri, 03 August 2012 14:29You should add fences next to the area where the trains are, and scale them appropriately to the size of the character.

My original reason not to add fences to the area was that you would be able to get on the train tracks and if you where in bad luck the train would run you over.
However it does sound silly that someone would build a bridge with an unprotected railroad.

Aircraftkiller wrote on Fri, 03 August 2012 14:29Other than that, it looks like a good start. Put some more work into it and I imagine it will look more interesting.

Thank you, one question would you be able to help me out with some of the texturing via ts or teamviewer?
I don't have that much texturing experience and would love to get better at that.

Subject: Re: C&C_Dockside
Posted by Aircraftkiller on Fri, 03 Aug 2012 22:51:35 GMT
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Everyone asks me to help them in a more personal way, but I simply can't devote the time for it. There's a host of tutorials on texture development floating across the web. A Google search for "hard surface texture painting" will yield a treasure trove of ideas and techniques to improve your work.

Subject: Re: C&C_Dockside
Posted by Reaver11 on Fri, 03 Aug 2012 23:04:28 GMT
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Alright I will thank you for the suggestion.

Subject: Re: C&C_Dockside
Posted by renalpha on Tue, 07 Aug 2012 10:23:19 GMT
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wow Reaver that looks amazing! Great job!

Subject: Re: C&C_Dockside
Posted by liquidv2 on Wed, 08 Aug 2012 08:01:34 GMT
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at first glance i noticed a potential flaw
would a GDI MRLS up on the bridge be able to loop rockets backwards over itself while sitting
over the Nod base? i'm wondering if it could hit the Hand of Nod from up there

at second glance, the bridge looks more than high enough
nevermind

Subject: Re: C&C_Dockside
Posted by roszek on Wed, 08 Aug 2012 13:24:26 GMT
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You should set emissive to white on those crystals.

Subject: Re: C&C_Dockside
Posted by Reaver11 on Wed, 08 Aug 2012 17:34:20 GMT
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Well the bridge is divided in an infantry only zone and a vehicle zone.
When looking at the top view: North of the railroad is infantry only.(Some civilian vehicles roam
the roads but for the rest no vehicles)

South of the railroad is the only place where the player can go with vehicles.

However a gunner rush might have a lot of potential from above. They can hit the ref + hon but I
think it would cost enough time to allow it.

I will look into the emissive settings of the crystals currently I had set it to light green.

Subject: Re: C&C_Dockside
Posted by roszek on Thu, 09 Aug 2012 00:01:33 GMT
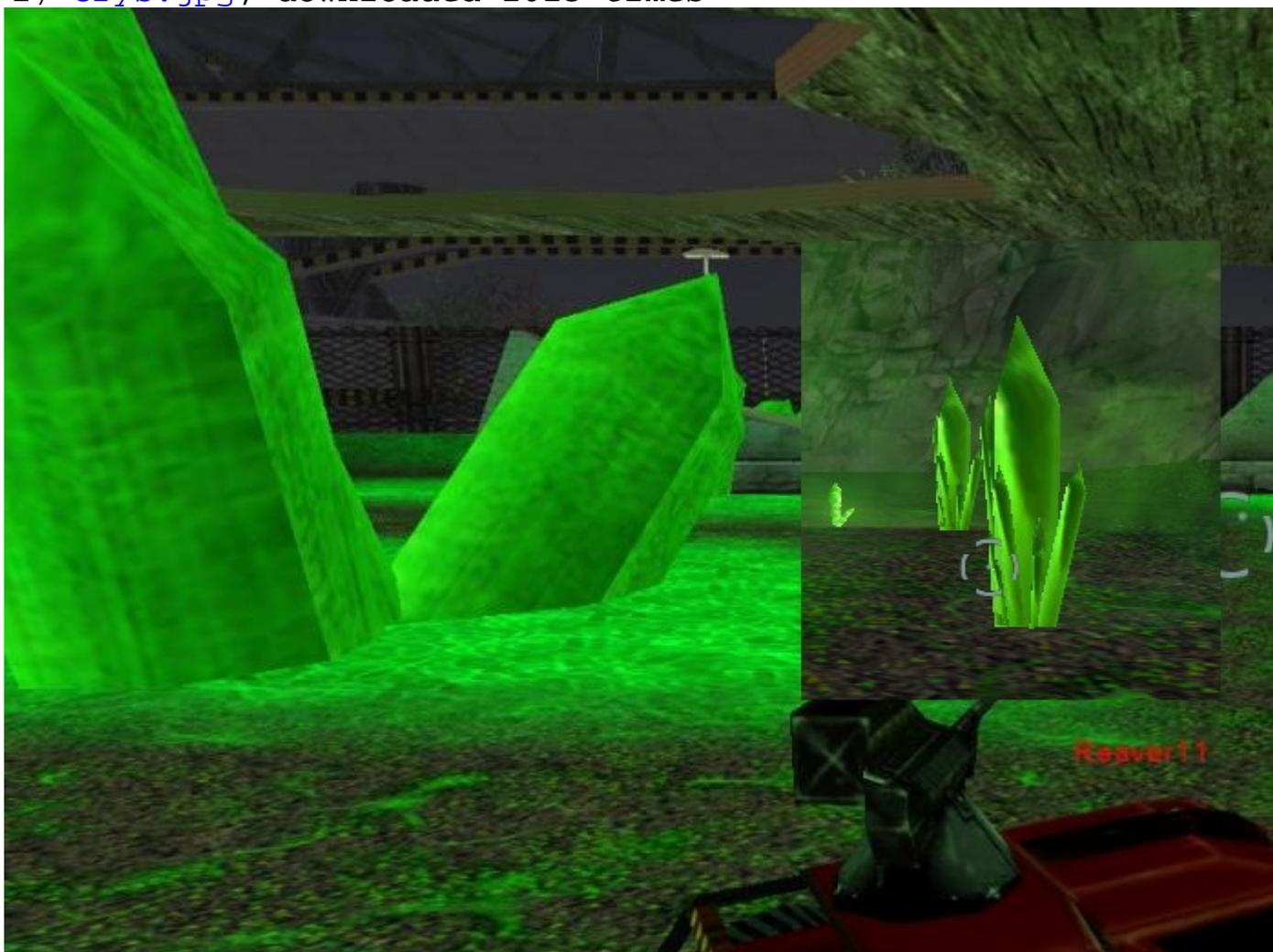View Forum Message <> Reply to Message

I dunno the crystals just don't look right to me; they just don't have that polished look.

The one I placed in your ss uses dsp_firelog3.tga uvw unwrapped.

Edit: On second thought they look fine it's probably just me.

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File Attachments
1) crys.jpg, downloaded 1013 times
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Subject: Re: C&C_Dockside
Posted by TEAM MDK on Thu, 09 Aug 2012 13:40:35 GMT
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love the look of this map .. when will it be done and in use and in what server ?

Subject: Re: C&C_Dockside
Posted by raven on Fri, 10 Aug 2012 10:39:47 GMT
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absolutely love it

Subject: Re: C&C_Dockside
Posted by Major-Payne on Fri, 10 Aug 2012 15:04:35 GMT
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wow that does look good