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Subject: C&C Platforms WIP

Posted by [UnitXc](#) on Sat, 03 Aug 2013 20:54:14 GMT

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[None of the buildings or surfaces are to scale, since i have no reference from the actual game, all measurements are from memory]

a very early wip, spent about 3 hours on it so far, its just a concept at this stage but in a few months hopefully will turn into the real thing.

Based on the Starwars Battlefront map, Bespin Platforms which i thought was the best map, ive made it bigger to allow use of tanks on this floating map, aircraft will be able to go under and over this map. However I may implement Base defences (minor or major or both) on the underside of the platforms to avoid too much under platform camping (though with .

the infantry tunnel runs paralell to the Vehicle tunnel being directly beneath it with 2 ladders connecting the two sections, (hopefully infantry can climb up from the infantry tunnel up to the vehicle section either to help defend or potentially get behind an attacking front) the infantry tunnels (at the moment) will lead to the Center platform where they then break the surface on either side of the Middle platform, to get into the enemy teams tunnels you need to cross the surface of the center platform potentially being ran over by attacking vehicles.

The front 2 platforms on the GDI side are concave allowing MLRS to be completely concealed when retreated fully back into its center, unless there are enemies on top of the center platform roof they will be hard to hit, making potentially a good player made defence, based on my measurements (which are mostly inaccurate apart from this one) the MLRS/Art will be able to hit any area of the center platform from their respective forward defence positions (as shown by the blue disk)

and thats all atm. id show the inside of the tunnels but its just grey and not very nice to look at atm

the current building set up is WF, Bar, Silo x2, Rep pad, Helipad. this map will be a snipers wet dream however balance can come later when its more solid.

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Ive decided rather than working on a different platform layout for nod (as there was in Battlefront as shown in the image)

Im just going to mirror the landscape, really because of the amount of main structures im using (2) it wouldnt make sense for the nod side to have 3 Main platforms as opposed to 2. so mirroring is the best option, it also will make texturing a 100 times easier since everything is pretty much flipped or reversed from a half or quarter section, if it looks too horrid i can work on the UV's more indepth.

Ive added a small platform beneath the first main platofrm for each side, enabling (potentially) for the side in question to defend better against threats coming from beneath the ground plane, you can get to this platform via a lift, the door to which faces backwards to avoid being insta-sniped as soon as the doors open.

there will be vehicle blockers under here to prevent landing on it and hopefully some kind of code which will disable nukes placed on it, in the lift, or in the tunnels beneath the Hand/WF.

What do you think about the structure placement? do you think nod Hon should go in front of the Air? i put hon first to prevent GDI shooting both buildings at the same time. Air would have to be reduced to just a drop pad, rather than the full airfield, tower still there of course.

I have a question i want to ask you guys about the center of the map too.

does anyone have any ideas for what should go here? if anything. seems a bit too open somehow but blockers would be annoying to navigate around i think. any thoughts are welcome.

Next is texturing based on feedback from these.

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Subject: Re: C&C Platforms WIP  
Posted by [zunnie](#) on Sun, 04 Aug 2013 07:59:27 GMT  
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Looks quite interesting. I always like maps that don't follow the standard AOW styles. I hope to see more of this as you work on it in the future

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Subject: Re: C&C Platforms WIP  
Posted by [reborn](#) on Sun, 04 Aug 2013 10:24:32 GMT  
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I'd love to see passing ships, like the millenium falcon.

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Subject: Re: C&C Platforms WIP  
Posted by [UnitXc](#) on Sun, 04 Aug 2013 11:09:43 GMT  
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thank you, do you have any ideas about what should go in the center? or should it stay plain.

also, my map is still not to scale because i still do not have any object from renegade in obj format to get this right, will anyone be able to help me with this?

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Subject: Re: C&C Platforms WIP  
Posted by [reborn](#) on Sun, 04 Aug 2013 18:00:25 GMT  
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For the center, possibly as a homage to Bespin's cloud city, you could use the room with the famous carbonite scenes, or maybe the room with the long walkway where Luke falls rather than accept Vader's hand.

In fact, I would model the entire thing on cloud city to be honest, some cloud mining machinery and other objects.

Many of those structures have the same sort of shape to the buildings in Mos Eisley. Although I'm assuming yours are going to be metal, rather than the sand stone looking structures found on Tatooine.

Perhaps a Mos Eisley Cantina clone wouldn't be a bad idea on one of those pads, just as a little tribute?

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Subject: Re: C&C Platforms WIP  
Posted by [sla.ro\(master\)](#) on Sun, 04 Aug 2013 18:58:31 GMT  
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Star Wars Battlefront, nice

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Subject: Re: C&C Platforms WIP  
Posted by [UnitXc](#) on Sat, 10 Aug 2013 22:43:46 GMT  
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Finished laying out the UV's for it in Maya.... Whoo

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Subject: Re: C&C Platforms WIP  
Posted by [Aircraftkiller](#) on Sun, 11 Aug 2013 06:38:19 GMT  
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UnitXc wrote on Sat, 10 August 2013 18:43UV's UVs

Fixed that for you. Also, why did you go to all the trouble of making a nice environment but then ruin it with default Renegade textures? Make it your own. Get rid of that dated crap.

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Subject: Re: C&C Platforms WIP  
Posted by [UnitXc](#) on Sun, 11 Aug 2013 11:19:12 GMT  
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because i wanted it to have renegade textures.

- 1 to make it look like its a renegade map by providing familiar textures
- 2 to avoid having to make textures myself (why would i make the textures when there is a absolutely massive library of them to use for free )
- 3 because i knew it would look great with renegade textures on it anyway.

also theres not much point in fannying around with the textures for too long when theres so much more work ahead, like actually getting max8 to work, getting the service packs for it, actually getting this to look like it does now in max8, re-learning how to use max8, and then all the renegade related things that there are to do on top of that, spawn points, actual buildings, blockers, hitboxes.

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Subject: Re: C&C Platforms WIP  
Posted by [Xpert](#) on Sun, 11 Aug 2013 11:51:42 GMT  
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I liked it up until you added the walls\_flying-like floors on one side of the platform. Everything else looks good.

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Subject: Re: C&C Platforms WIP  
Posted by [UnitXc](#) on Sun, 11 Aug 2013 12:02:16 GMT  
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Xpert wrote on Sun, 11 August 2013 04:51 I liked it up until you added the walls\_flying-like floors on one side of the platform. Everything else looks good.

how do you mean?

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Subject: Re: C&C Platforms WIP  
Posted by [jonwil](#) on Sun, 11 Aug 2013 12:10:43 GMT  
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UnitXc wrote on Sun, 11 August 2013 20:02 Xpert wrote on Sun, 11 August 2013 04:51 I liked it up until you added the walls\_flying-like floors on one side of the platform. Everything else looks good.

how do you mean?

I think he means like how one of the bases has all those cross road markings on the ground.

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Subject: Re: C&C Platforms WIP  
Posted by [Xpert](#) on Sun, 11 Aug 2013 12:36:30 GMT  
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jonwil wrote on Sun, 11 August 2013 08:10 UnitXc wrote on Sun, 11 August 2013 20:02 Xpert wrote on Sun, 11 August 2013 04:51 I liked it up until you added the walls\_flying-like floors on one side of the platform. Everything else looks good.

how do you mean?

I think he means like how one of the bases has all those cross road markings on the ground.

Ya, that.

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Subject: Re: C&C Platforms WIP  
Posted by [UnitXc](#) on Sun, 11 Aug 2013 16:43:00 GMT  
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the ones in image 3 ? on the GDI base?

or the ones in image 6 and 7 that goes across half the platform, the red/yellow dashed lines?

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Subject: Re: C&C Platforms WIP  
Posted by [Xpert](#) on Sun, 11 Aug 2013 23:01:28 GMT  
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This one

It just doesn't go well at all.

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Subject: Re: C&C Platforms WIP  
Posted by [UnitXc](#) on Sun, 11 Aug 2013 23:11:58 GMT  
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do you have any idea what you think would be suitable there?

I couldnt really find anything i thought was a definat "Yes." when i looked through the file with cc mixer.

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Subject: Re: C&C Platforms WIP  
Posted by [Aircraftkiller](#) on Sun, 11 Aug 2013 23:15:05 GMT  
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UnitXc wrote on Sun, 11 August 2013 19:11do you have any idea what you think would be suitable there?

Aircraftkiller wrote on Sun, 11 August 2013 02:38  
Make it your own. Get rid of that dated crap.

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Subject: Re: C&C Platforms WIP  
Posted by [UnitXc](#) on Mon, 12 Aug 2013 01:36:51 GMT  
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the question was what to put there, since we are talking about texture we are talking about what it looks like, not whether or not its from the renegade files or not.

since i already said there wasnt anything that jumped out at me, its pretty obvious im going to have to make my own.

how about using your head and giving decent ideas or feedback, thanks.

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Subject: Re: C&C Platforms WIP  
Posted by [Aircraftkiller](#) on Mon, 12 Aug 2013 01:57:57 GMT  
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I gave you great advice. I told you to make your own textures instead of using someone else's work, so you'd have full control over whatever result you wished to have. Instead, you said "HURRDURR THAT R NOT WUT I SED LOL" and decided to do what I told you from the beginning. Great listening skills, sparky.

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Subject: Re: C&C Platforms WIP  
Posted by [Jerad2142](#) on Mon, 12 Aug 2013 02:49:38 GMT  
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Aircraftkiller wrote on Sun, 11 August 2013 19:57I gave you great advice. I told you to make your own textures instead of using someone else's work, so you'd have full control over whatever result you wished to have. Instead, you said "HURRDURR THAT R NOT WUT I SED LOL" and decided to do what I told you from the beginning. Great listening skills, sparky.  
Cool your jets ACK, don't tell me you've never made something one way, then later decided it'd look better differently?

Is the back ground in maya, or is it in LE?

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Subject: Re: C&C Platforms WIP  
Posted by [UnitXc](#) on Mon, 12 Aug 2013 16:47:16 GMT  
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Aircraftkiller wrote on Sun, 11 August 2013 19:57I gave you great advice. I told you to make your own textures instead of using someone else's work, so you'd have full control over whatever result you wished to have. Instead, you said "HURRDURR THAT R NOT WUT I SED LOL" and decided to do what I told you from the beginning. Great listening skills, sparky.

God you just arent getting it into your skull, so your retardedness does not deserve any further response, have a nice day.

Jerad Gray wrote on Sun, 11 August 2013 19:49  
Cool your jets ACK, don't tell me you've never made something one way, then later decided it'd

look better differently?

Is the back ground in maya, or is it in LE?

I dont mind the way it looks now, i was responding to Xperts feedback saying the texture bugged him, in three responses all ack can be bothered to say is "LOL MAKE OWN TEXTURES PLZ K? LOL" even if i say "yes i'll have to make my own texture" hes like "LOL NO PLS MAKE OWN TEXTURES".

the background is a sphere panorama image i made in Maya, it can be put on any sphere to create the same distant background feel.

what is LE?

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Subject: Re: C&C Platforms WIP  
Posted by [liquidv2](#) on Mon, 12 Aug 2013 16:49:29 GMT  
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Unit isn't bothered by Renegade's shitty textures and whatnot; he embraces them does it bother you that he wants to use them on a map he's making? if so, why? stop getting angry at everyone trying to make something - it looks like you actively find a reason to every single time

one reason why using the crap Renegade models and textures is because people will feel familiar with it and grow to know and understand it sooner - not seeing why that's a bad thing i don't think the dude wants to custom-make every single piece of the map

as you know, that can be seriously tiresome (the map Fjords still has visual glitch issues you can't bring yourself to fix, whatever the reasons)  
if you can't help this guy out with his little project, why insist on shitting on it? i don't understand the animosity lol

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Subject: Re: C&C Platforms WIP  
Posted by [Xpert](#) on Mon, 12 Aug 2013 17:55:39 GMT  
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UnitXc wrote on Sun, 11 August 2013 19:11do you have any idea what you think would be suitable there?

I couldnt really find anything i thought was a definat "Yes." when i looked through the file with cc mixer.

Why not just use the texture that you placed on the other side or did you not want to make it identical for GDI and Nod?

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Subject: Re: C&C Platforms WIP  
Posted by [UnitXc](#) on Mon, 12 Aug 2013 21:17:16 GMT  
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yea i wanted to differenciate it somewhat, i think it only looks a little awkward at the moment because there are no buildings in the space, you wouldnt notice it so bad when its covered by structures.

either way id need something a little lighter for GDI floor, like i did with the tunnels.

and and a reason im not (or trying not to) make my own higher res textures which i could do quite easily, is because the REST of the things on the map wouldnt look anywhere near as nice, and so id end up doing the entire games worth of textures just to make it look right.

it would be like putting a nintendo 64 character model into a Crysis 2 environment. we are used to shit and we love it, which is why we are still here, and so shit will stay so that it is all the same level we expect to see.

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Subject: Re: C&C Platforms WIP  
Posted by [Aircraftkiller](#) on Mon, 12 Aug 2013 23:33:28 GMT  
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UnitXc wrote on Mon, 12 August 2013 12:47

God you just arent getting it into your skull, so your retardedness does not deserve any further response, have a nice day.

In other words, you're mad because I pointed out the obvious solution to your problem. Renegade textures aren't made for what you're doing. They're old, low-res, and of dubious quality. You then apply them to what's by all means a rather good looking game environment and then you're confused as to why they look bad? Okay, sure.

Also, your claim that you could make high-res textures easily conflicts with your earlier statements about it being too much work. CGTextures is a great resource that will minimize the amount of time you spend creating textures. Instead of calling me retarded, you could take the time you're using to post silly insults and create textures that would make this work look outstanding instead of simply good. I don't mind helping you with that if you're willing to learn.

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Subject: Re: C&C Platforms WIP  
Posted by [liquidv2](#) on Tue, 13 Aug 2013 01:10:38 GMT  
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Subject: Re: C&C Platforms WIP  
Posted by [UnitXc](#) on Tue, 13 Aug 2013 16:16:16 GMT  
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xD

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Subject: Re: C&C Platforms WIP  
Posted by [UnitXc](#) on Sun, 18 Aug 2013 10:29:57 GMT  
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Right so does anyone know whats next?

im going to guess export as OBJ from maya to 3DSmax, but then what?

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Subject: Re: C&C Platforms WIP  
Posted by [Titan1x77](#) on Sun, 18 Aug 2013 19:02:49 GMT  
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Ive never imported into max, but AFAIK... You will have to set all collisions and apply all the textures from the renegade material editor.

you should quickly select all and mark the collisions and export to w3d and run thru in LE to see what kind of scale adjustments are needed.

I'm assuming you have the w3d tools for max8 already installed, if not, that'll be what you do first.

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Subject: Re: C&C Platforms WIP  
Posted by [UnitXc](#) on Thu, 22 Aug 2013 12:55:57 GMT  
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I can only find the building interiors in the mix files, where the heck are the external parts??

EDIT:

never mind, i remembered they are part of the maps themselves.

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Subject: Re: C&C Platforms WIP  
Posted by [Good-One-Driver](#) on Thu, 22 Aug 2013 19:41:42 GMT  
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looks awesome!

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Subject: Re: C&C Platforms WIP  
Posted by [UnitXc](#) on Sat, 24 Aug 2013 13:15:16 GMT  
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thank you.

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guys i need help getting this map ready for ingame, 3Dmax8 crashes at the drop of a hat, nor can i press any button in the file dropdown menu (besides import export) without the program crashing immediately.

based on importing meshes from max to Maya and back the scale for my map was perfect so the scale is correct, but i really need help doing all the max related things.

would anyone be willing to help me get through this?

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