
Subject: C&C Blue Island Update
Posted by [Dante](#) on Mon, 12 May 2003 09:15:42 GMT
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ok, got off my ass, finished up the terrain w3d, set all the lighting, and did the vis work on it, here are some updated pics...

<http://modx.renevo.com/attachment.php?postid=728>
<http://modx.renevo.com/attachment.php?postid=729>
<http://modx.renevo.com/attachment.php?postid=730>
<http://modx.renevo.com/attachment.php?postid=731>
<http://modx.renevo.com/attachment.php?postid=732>
<http://modx.renevo.com/attachment.php?postid=733>
<http://modx.renevo.com/attachment.php?postid=734>

should be ready for beta test next weekend.

Subject: C&C Blue Island Update
Posted by [Dante](#) on Mon, 12 May 2003 09:17:18 GMT
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here is the concept render i wanted to do it off of....

<http://modx.renevo.com/attachment.php?postid=279>

not exact as you can see, but the basic idea is there.

Subject: C&C Blue Island Update
Posted by [Sir Kane](#) on Mon, 12 May 2003 09:26:46 GMT
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Looks pretty good, can't wait for testing it!

Subject: C&C Blue Island Update
Posted by [Aircraftkiller](#) on Mon, 12 May 2003 09:39:40 GMT
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It honestly looks pretty dull from those screenshots.

Isn't there anything interesting to it? The lighting and clouds make it look like there's a difficult time seeing, and the ground is just sand/dirt... No mountains at all, even though there's mountain ridges.

Where's the trees? Assorted rocks and other objects? Lets see screenshots with that.

Subject: C&C Blue Island Update
Posted by [Skier222](#) on Mon, 12 May 2003 10:32:17 GMT
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AircraftkillerIt honestly looks pretty dull from those screenshots.

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Where's the trees? Assorted rocks and other objects? Lets see screenshots with that.

Ack if u read Dantes first message u would see that he said he only got the terrain done, which means its not done

Subject: C&C Blue Island Update
Posted by [maytridy](#) on Mon, 12 May 2003 19:23:42 GMT
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But it does look kinda dull. It looks cool, but it could use some more interesting features. Something exciting, eye candy.

Subject: C&C Blue Island Update
Posted by [Vitaminous](#) on Mon, 12 May 2003 20:05:14 GMT
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So f'ing dark.O.O

Subject: C&C Blue Island Update
Posted by [Aircraftkiller](#) on Mon, 12 May 2003 23:11:11 GMT
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Skier222AircraftkillerIt honestly looks pretty dull from those screenshots.

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Where's the trees? Assorted rocks and other objects? Lets see screenshots with that.

Ack if u read Dantes first message u would see that he said he only got the terrain done, which means its not done

So? That doesn't mean he can't comply with what I asked, getting screenshots of the fleshed out map.

It's also symmetrical, I just noticed that... :stern:

Subject: funny...

Posted by [Dante](#) on Tue, 13 May 2003 05:31:30 GMT

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funny thing is, when i goto the beach, on a sunday morning for example, say about 5 am, just before the sun rises... there really isn't alot of eye candy...

but, i guess if you want me to dump a bunch of crappy dsapo objects here and there to entertain you, i guess i will, btw, there is a huge mountain in the middle with a tunnel system inside it.

get up before the crack of dawn, go walk on a beach, and tada... it isn't vibrant with alot of life....

btw, trees are coming, this is just pics of the terrain and some light tests

Subject: C&C Blue Island Update

Posted by [Blazer](#) on Tue, 13 May 2003 05:32:36 GMT

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what does DSAPO stand for? Been wondering that for awhile

Subject: C&C Blue Island Update

Posted by [Dante](#) on Tue, 13 May 2003 05:39:23 GMT

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something about designed, animated, and placeable objects...

at least that is how i look at it

Subject: C&C Blue Island Update

Posted by [Madtone](#) on Tue, 13 May 2003 05:49:55 GMT

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Looking great!!!!

can't wait to see the finished product!

Actualy this reminds me of a place in Australia, its called Fraser Island. Have ya heard of it??

Subject: Re: funny...

Posted by [Aircraftkiller](#) on Tue, 13 May 2003 10:03:54 GMT

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Dantefunny thing is, when i goto the beach, on a sunday morning for example, say about 5 am, just before the sun rises... there really isn't alot of eye candy...

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Realism doesn't always work in a game, especially not in a game where tank cannons only fire about 200 feet, and where bullets travel at light-speed.

Keep that in mind when designing maps. You're not making a painting, you're making something to be used in said unrealistic game.

Subject: C&C Blue Island Update

Posted by [Titan1x77](#) on Tue, 13 May 2003 14:21:39 GMT

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Shoreline looks nice...Maybe you could show the tunnel's?

umm...i was going to mention it looked dull and dark myself,but you mentioned its just a beach(which is what it exactly looks like)so im going to think of something to add to make it look like a war is taking place there....

hmm

along the shoreline you could place some type of sand dunes(sort of a bunker)

also maybe a couple of run down beach homes...possibly something a sniper could run into and overlooks the bases.

and if people want eye candyplace a lighthouse in the distance.

Post some more pic's of the tunnels and battle feild area's so i can get more of an idea of the map....Im sure the finished product will be nice and i hope you take into considertation some of my ideas.

Keep up the good work...I'd like to be part of the beta if it's possible!

Subject: C&C Blue Island Update
Posted by [xpontius](#) on Tue, 13 May 2003 16:29:39 GMT
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Quote:Aircraftkiller
Commander
Member # 17

Posted: Tue May 13, 2003 1:03 pm

Dante wrote:

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So in one of my maps, Pacific, 2very....tiny desert islands with a golden gate scale bridge in between would describe that right?

Anyway, the map pics are pretty nice, Dante. Work on that eye candy though

Subject: C&C Blue Island Update
Posted by [maytridy](#) on Tue, 13 May 2003 18:34:57 GMT

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Quote:funny thing is, when i goto the beach, on a sunday morning for example, say about 5 am, just before the sun rises... there really isn't alot of eye candy...

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When i say eye candy, I don't mean some huge polygonal object that makes us go "WHOA!". Just little things like rock formations in the cliffs, maybe a boat out in the sea, just something to add a little excitement.

Subject: C&C Blue Island Update

Posted by [General Havoc](#) on Tue, 13 May 2003 19:38:14 GMT

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Looking great in my opinion at the moment. Just one thing, the screenshots are dark and my monitor is set to 80 percent brightness, which is what I play renegade in and it seems suitable for most maps (CRT Monitor). Just make sure it isn't as dark as Conquest Winter, although i can see the map is meant to be set a dawn. Keep up the good work

_General Havoc

Subject: Re: funny...

Posted by [Carl](#) on Tue, 13 May 2003 20:01:34 GMT

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Keep that in mind when designing maps. You're not making a painting, you're making something to be used in said unrealistic game.

i think its obvious he means realistic in CONTEXT dont you? as in the QUALITY of the work is at a HIGH level of REALISM. Like Reborn. The QUALITY of the models and textures are astounding.

Subject: C&C Blue Island Update
Posted by [Dante](#) on Tue, 13 May 2003 20:31:33 GMT
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General Havoc Looking great in my opinion at the moment. Just one thing, the screenshots are dark and my monitor is set to 80 percent brightness, which is what I play renegade in and it seems suitable for most maps (CRT Monitor). Just make sure it isn't as dark as Conquest Winter, although i can see the map is meant to be set a dawn. Keep up the good work

_General Havoc

yeah, it is my vid card that made the screenies so dark, resolving that right now, the map won't be that dark, it has an early morning lightness to it

Subject: Re: funny...
Posted by [Aircraftkiller](#) on Tue, 13 May 2003 20:50:44 GMT
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CarlAircraftkillerDante funny thing is, when i goto the beach, on a sunday morning for example, say about 5 am, just before the sun rises... there really isn't alot of eye candy...

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Imffao ROOFLES

You just made me laugh for the first time today. Reborn's models are *not* skinned properly. Almost every vehicle is done with a UVW map of a camo pattern, you can see how it repeats on a lot of vehicles including the Juggernaut, Mammoth Mark 2, and the Orca Transport.

Yes, I have the beta, I doubt you do... so STFU n00b.

Subject: C&C Blue Island Update
Posted by [Try_lee](#) on Tue, 13 May 2003 21:25:36 GMT
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Yea... I thought something looked wrong with the models in the screens I 've seen and the preview trailer. The GDI power plant is just ugly though.

Looking good though Dante, can't wait to try it.

Subject: C&C Blue Island Update
Posted by [Fabian](#) on Wed, 14 May 2003 02:32:46 GMT
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you really shouldnt base the quality of reborn on the videos--like 90% of all the skins in there were temporary.

ack, the MMK2 is a crappy skin? i beg to differ
<http://www.planetcnc.com/ammo/reborn/ScreenShot10mam.jpg>
but you have a right to your own opinion, so i wont complain.

Subject: C&C Blue Island Update
Posted by [Aircraftkiller](#) on Wed, 14 May 2003 05:38:48 GMT
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Yeah, it's a pretty sub-par skin. It's muddled up-close, because the thing is so large, and the quality of it isn't very high because of the repetitive camoflaue pattern.

<http://renalert.arm-ent.com/models/vehicle07.jpg>

There's a skin for you. Nothing repetitive. Clear, not muddled, and UV'd properly.

Even better is the Hind.

<http://renalert.arm-ent.com/models/vehicle01.jpg>

That doesn't even need an explanation of why it looks amazing.

Subject: C&C Blue Island Update
Posted by [Ferhago](#) on Wed, 14 May 2003 11:59:34 GMT
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That map looks so depressing. Why are you calling it BLUE island? Maybe brown scuzzy island but not blue island
