
Subject: Conquest Winter Preview!

Posted by [SomeRhino](#) on Fri, 14 Mar 2003 02:29:21 GMT

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<http://www.n00bstories.com/image.fetch.php?id=2073231197>
<http://www.n00bstories.com/image.fetch.php?id=1303103376>
<http://www.n00bstories.com/image.fetch.php?id=2103166401>
<http://www.n00bstories.com/image.fetch.php?id=1837014213>
<http://www.n00bstories.com/image.fetch.php?id=1670322973>
<http://www.n00bstories.com/image.fetch.php?id=1443689850>
<http://www.n00bstories.com/image.fetch.php?id=1117235355>
<http://www.n00bstories.com/image.fetch.php?id=1988415789>
<http://www.n00bstories.com/image.fetch.php?id=2086607724>
<http://www.n00bstories.com/image.fetch.php?id=1596007386>
<http://www.n00bstories.com/image.fetch.php?id=1692204018>
<http://www.n00bstories.com/image.fetch.php?id=1490633905>
<http://www.n00bstories.com/image.fetch.php?id=1347122520>
<http://www.n00bstories.com/image.fetch.php?id=1929887753>
<http://www.n00bstories.com/image.fetch.php?id=1213410652>
<http://www.n00bstories.com/image.fetch.php?id=2011725075>

Images appear a bit darker than the level actually is.

Subject: Conquest Winter Preview!

Posted by [Dishman](#) on Fri, 14 Mar 2003 02:32:23 GMT

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very nice, and i see the resemblance to conquest river.

Subject: Conquest Winter Preview!

Posted by [SomeRhino](#) on Fri, 14 Mar 2003 02:34:59 GMT

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Haha, I didn't know anybody downloaded that one. It was my first attempt at mapping, back in July-August.

Subject: Conquest Winter Preview!

Posted by [forsaken](#) on Fri, 14 Mar 2003 02:55:08 GMT

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Yeah i thought the beach in conquest river was cool , to bad you couldn't actually walk in the river though

Subject: Conquest Winter Preview!
Posted by [Cpo64](#) on Fri, 14 Mar 2003 06:42:25 GMT
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That looks good

Subject: Conquest Winter Preview!
Posted by [iscripter](#) on Fri, 14 Mar 2003 06:48:58 GMT
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omfg! i like the snow and the ice on the buildings and everything else! this map looks even better than C&C_Under!!

Subject: Conquest Winter Preview!
Posted by [Halo38](#) on Fri, 14 Mar 2003 11:13:24 GMT
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Some of those effects are really good i like the reflections in the water to (think i know how they are done) there seems to be more tiberium in the field than necessary (just considering FPS with 40 players+)

Nice to see there are other mappers out there that are concerned with detail and not just slapping a few planes together with unblended textures and calling it a map.

Good use of your own lighting tutorial too Very good work i'm definatly downloading this.

P.s consider loseing some of the detail (small FPS concern)

Subject: Conquest Winter Preview!
Posted by [SomeRhino](#) on Fri, 14 Mar 2003 22:05:59 GMT
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I want to take advantage of the W3D engine's ability to process polygons quickly, but I may remove some of the tiberium crystals. Also, sniper posts will be added near the bases, something I completely forgot about until now.

Subject: Conquest Winter Preview!
Posted by [Vegito](#) on Fri, 14 Mar 2003 22:08:45 GMT
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Well from what I can see this looks like one of the best maps Ive everseen.

Subject: Conquest Winter Preview!
Posted by [Titan1x77](#) on Sat, 15 Mar 2003 01:09:22 GMT
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really nice!!!

Will this map have some of the advanced shadows that you made a tutorial on?

Looks like another quality map from somerhino!!

Subject: Conquest Winter Preview!
Posted by [OrcaPilot26](#) on Sat, 15 Mar 2003 01:54:19 GMT
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Nice shadowing I see you seem to be using WS's technique.

Subject: Conquest Winter Preview!
Posted by [Aircraftkiller](#) on Sat, 15 Mar 2003 02:11:13 GMT
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No, he's not using Westwood's technique. Lightscape and the Max plugin are what they used.

He's using fake lightmaps with no radiosity lighting to do what he did. I consider them to be too much work and not worth the effect.

Subject: Conquest Winter Preview!
Posted by [Titan1x77](#) on Sat, 15 Mar 2003 02:19:02 GMT
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well hats off to rhino for putting in all that work for lighting!!

The effect is still better then the original lightscapes, i wouldnt invest that much time in lights either...But it does make it look alot nicer to the eyes

Subject: Conquest Winter Preview!
Posted by [Griever92](#) on Sat, 15 Mar 2003 02:34:54 GMT
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looking good, so whens the Beta?

Subject: Conquest Winter Preview!

Posted by [Aircraftkiller](#) on Sat, 15 Mar 2003 03:46:36 GMT

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Titan1x77well hats off to rhino for putting in all that work for lighting!!

The effect is still better then the original lightscapes, i wouldnt invest that much time in lights either...But it does make it look alot nicer to the eyes

You obviously know nothing about Lightscape.

It is far superior to using forged lightmaps, as it creates all of the radiosity data needed for the most realistic lighting possible in a map.

Subject: Conquest Winter Preview!

Posted by [OrcaPilot26](#) on Sat, 15 Mar 2003 04:00:08 GMT

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AircraftkillerYou obviously know nothing about Lightscape.

It is far superior to using forged lightmaps, as it creates all of the radiosity data needed for the most realistic lighting possible in a map.

What about a combination of "forged lightmaps" and lightscape?

Subject: Conquest Winter Preview!

Posted by [Titan1x77](#) on Sat, 15 Mar 2003 04:17:09 GMT

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i still think this looks 10x better then the generic lighting that is in commando

Im not sure what lighting your talking about ACK ,prehaps lighting from ren-x (i dont see any forged lighting in commando)

Im not up to par on lighting and havent gotten far enough to mess with it yet.

Subject: Conquest Winter Preview!

Posted by [SomeRhino](#) on Sat, 15 Mar 2003 04:22:45 GMT

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The lighting in the Commando editor uses vertex lighting. Lightscape is a plugin for Max that automatically puts these maps all over the level, and makes them much cleaner as well. Lightscape also accounts for bump-mapping I believe. Since I don't have Max (or \$3500 lying around for that matter,) Lightscape or the Westwood Max plugin, I can't create real lightmaps. I

can only do simple shadowmaps manually, as seen in the level. But they don't take as long as you might think to do, I got all the buildings done in probably less than an hour.

Subject: Conquest Winter Preview!

Posted by [SomeRhino](#) on Sun, 16 Mar 2003 05:35:56 GMT

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Halo38

P.s consider loseing some of the detail (small FPS concern)

FPS shouldn't be a concern. I ran a "Quick and Dirty" auto vis generation, and it seems to run a bit faster than C&C Field does.

Subject: Conquest Winter Preview!

Posted by [Titan1x77](#) on Sun, 16 Mar 2003 17:39:33 GMT

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does g-max have a lightscape plug-in?

Subject: Conquest Winter Preview!

Posted by [Halo38](#) on Mon, 17 Mar 2003 12:38:17 GMT

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SomeRhinoHalo38

P.s consider loseing some of the detail (small FPS concern)

FPS shouldn't be a concern. I ran a "Quick and Dirty" auto vis generation, and it seems to run a bit faster than C&C Field does.

:thumbsup: just considering a 40+ players scenerio
