
Subject: I've started work on a new map, C&C_Wasteland

Posted by [Falconxl](#) on Thu, 19 Jun 2003 08:08:38 GMT

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Its been a while since I've done a map so I figured I got the free time so what the hell.

Here is agallery of the maps progression.

<http://www.n00bstories.com/image.gallery.php?folder=287>

I've gotten a lot of help from AircraftKiller so it should turn out fairly decent.

When it comes time to test I may be looking for volunteers or I may make it an open test.

Well lemme know what you guys think.

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Posted by [bigwig992](#) on Thu, 19 Jun 2003 11:15:25 GMT

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I love the layout and design of the map. On the side mountains near the Nod base really need some tweaking. Don't make them go straight up like that, if you extruded it up to get that, go back and do it acouple more times, each time using the resize tool to make the wall look like it's going back, then you'll have mountain'ie/cliff'ie looking sides. Also, read up a tutorial on alpha blending and alpha blend most of those textures together. Do these and I think this will become a pretty popular map.

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Posted by [Falconxl](#) on Thu, 19 Jun 2003 11:34:03 GMT

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Screenshots labeled Wasteland11 thru 19 feature the alpha blending you mentioned. AircraftKiller was kind enough to bring that to my attention and help me with fixing it.

As for the cliffs, I had to make sacrifices on account of the poly count. Step cliffs will add quite a few polies to the map.

Also, question for all. What is your harvestor preferense, Short path guarded by base defences, or long path open to attack by the enemy?

In about 2 days I should have a working build of the map ready for testing, but no promises.

Subject: I've started work on a new map, C&C_Wasteland

Posted by [maytridy](#) on Thu, 19 Jun 2003 15:53:40 GMT

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Doesn't look too bad. Textures need alot of work. Use more alpha blending and the terrain looks weird.

Subject: I've started work on a new map, C&C_Wasteland

Posted by [pulverizer](#) on Thu, 19 Jun 2003 18:28:44 GMT

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I agree with maytridy, use more alpha blending.
and I think some mountains are a bit too high.
but it looks nice, keep up the good work

Subject: I've started work on a new map, C&C_Wasteland

Posted by [SomeRhino](#) on Thu, 19 Jun 2003 19:04:36 GMT

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Resize the texture UVW's by 50%. If you collapsed the meshes, use UVW Xform and set the U and V tiling to 2.
