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Subject: Re: [MAP] Whoreglass  
Posted by [Xpert](#) on Thu, 05 Apr 2012 04:58:41 GMT  
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Reaver11 wrote on Wed, 04 April 2012 17:16 Well your map has 86406 polys.  
Your small bushes take up 62080. (bush1 grouped)

So 72% of your map consists out of small tiny bushes...

Hourglass has in total 10691 polys.  
(With vis planes!)

I just had a random search through turbosquid to give you an idea what you can make for way less polygons and mainly to show you that for what your map is it has way to many polygons.  
<http://www.turbosquid.com/3d-models/russian-car-fiat-vaz-max/271464>

You really need to think out your map ideas better not only in terms of theme (or the big rock in the middle of the map) also under the hood.

- Consider decreasing the amount of polys for this map it is way too high for what it is.
- Think of different ways to decorate your map.
- Work on your theme (Palm trees in a canyon?)
- You have a foliage shape in 3DS to make random trees or configure different ones (You can set a randomiser to make each tree unique).

I'm not going to debate the gameplay.  
Sorry Zunnie technically the map is not done at all.

Please work more on your ideas before you release them.  
You really release your stuff way to fast.

I'm gonna have to agree with Reaver. All the maps you release look the same and they're all too simple. Your goal is probably just the gameplay, if so, some of them do have interesting gameplay. But as for the looks, they're all too simple looking. The same terrain, the same bushes, the same trees. That and the poly's are way too high for what the map is.

As for sla.ro, zunnie never said he was a good mapper. Zunnie releases all his stuff to the public, giving people the option to have a go at making it better. Don't get all butt hurt just because his mod got more publicity than yours did.

If his stuff is shit, go make your own version of it then if it helps you sleep at night.

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