
Subject: C&C_Twilight.mix

Posted by [JeepRubi](#) on Tue, 10 Jan 2006 02:20:32 GMT

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Ok i made another map. Like tiberium wasteland, it is better than any of my previous maps. This time i did it in a more natural climate. The layout is fairly simple, two bases in a large grassy area. The main attraction in this map is the partially destructed freeway that runs through the center. You can use the middle section to get quickly to the enemy base. If you want to be sneaky you can go around the edges which have many sniper vantage points.

Heres some screenies:

C&C_Twilight.mix

File Attachments

1) [game2 2005-12-09 21-06-41-20.jpg](#), downloaded 794 times



2) [game2 2005-12-09 21-05-14-87.jpg](#), downloaded 783 times



3) game2 2005-12-09 21-08-13-96.jpg, downloaded 795 times



4) game2 2005-12-09 21-08-50-10.jpg, downloaded 774 times



Subject: Re: C&C_Twilight.mix

Posted by [PaRaDoX](#) on Tue, 10 Jan 2006 03:03:21 GMT

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A bit to perpendicular for me but nice details

Subject: Re: C&C_Twilight.mix

Posted by [Naamloos](#) on Tue, 10 Jan 2006 14:33:23 GMT

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It doesn't look too bad, but it really needs more cover spots like tree's.

Also, why did you use that ugly texture around the bases? Use something that looks better with the terrain.

I also noticed that the lightpost at the broken bridge part is standing straight up, which doesn't make much sense

Subject: Re: C&C_Twilight.mix

Posted by [Spice](#) on Tue, 10 Jan 2006 15:42:49 GMT

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It's looking very nice, you are improving fast.

Subject: Re: C&C_Twilight.mix

Posted by [Dave Mason](#) on Tue, 10 Jan 2006 16:34:56 GMT

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It looks waaaaaaaaaaaaaaaaay too big. Wide open spaces = bad in my opinion.

Subject: Re: C&C_Twilight.mix

Posted by [Jecht](#) on Tue, 10 Jan 2006 17:09:53 GMT

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What makes default maps good? The fact of strategic cover. Keep that in mind when making maps. Love those army skins though. Where would one obtain those?

Subject: Re: C&C_Twilight.mix

Posted by [JeepRubi](#) on Tue, 10 Jan 2006 20:41:08 GMT

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Here and Here

And for the second version im gunna add lots of trees, spotlights on the buildings, Turrets/Guard towers, and some sam sites. If anyone has any other ideas then let me know.

Subject: Re: C&C_Twilight.mix

Posted by [JRPereira](#) on Tue, 10 Jan 2006 22:23:27 GMT

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The map looks to be extremely wide open. I agree with the comment about having cover. Also, the map appears to be a straight line between GDI and Nod - are there alternate paths, tunnels, etc.?

How long does it take for infantry to walk between the bases?

Subject: Re: C&C_Twilight.mix

Posted by [JeepRubi](#) on Tue, 10 Jan 2006 23:29:00 GMT

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It is open, there is a straight line but there are also alternate routes, no tunnels.

It takes a fair amount of time... a bit shorter than desert seige 2.

Just so you guys know this map is really only a test map for me, i wanted to try out mor with the alpha blending and stuff. i now realize that there is too much open space and the view distance really kills the map. I thin it would be a good map for ren alert if i could find there tools.
