
Subject: Deafwasp map watch: C&C_Geode
Posted by [Deafwasp](#) on Mon, 03 Mar 2003 00:13:19 GMT
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Ok, like Cambodia (which I will soon make a whole new map as a redux)
I started a thread to follow the completion of it.

Here comes another one, but this one is about 30%done and moving rapidly.

I have taken ideas from previous unfinished maps and I am merging them into this map.

Here are some early screenshots, this is the most complete part of the map...But this part still needs a lot of work.

<http://www.n00bstories.com/image.view.php?id=1252702534>
<http://www.n00bstories.com/image.view.php?id=1827470743>
<http://www.n00bstories.com/image.view.php?id=1470416049>

Oh and if you look at the poly count, don't think its high. Because there are a few high poly objects that I am going to delete. Like a copy of the main terrain and some mountains.

As for the map itself, I am planning a snowy forest map.....May change though.

Subject: Deafwasp map watch: C&C_Geode
Posted by [snipefrag](#) on Mon, 03 Mar 2003 00:27:28 GMT
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Hmm the first and third pictures look like a singleplayer level in renegade is that where you got the idea from?

Subject: Deafwasp map watch: C&C_Geode
Posted by [Deafwasp](#) on Mon, 03 Mar 2003 00:40:14 GMT
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yeah, the idea is a bit similar. But I don't like my version so far. I am going to redo some of it.

Subject: Deafwasp map watch: C&C_Geode
Posted by [Halo38](#) on Mon, 03 Mar 2003 11:40:04 GMT
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Just to let you know (and so i dont't get flamed when i release it) i have a simlar "layout" to yours on my next map, different theme mind.

YAY the sticky out tounge smiley is back! :biggrin: Razz Owns you!

Subject: Deafwasp map watch: C&C_Geode
Posted by [Deafwasp](#) on Mon, 03 Mar 2003 12:28:43 GMT
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yah, thats ok. I will keep that in mind when we both release our maps.

But I am sure yours is every bit as good as mine will be.

Subject: Deafwasp map watch: C&C_Geode
Posted by [FreakerVH](#) on Mon, 03 Mar 2003 13:33:36 GMT
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i had a simmilar idea, too.
But, let's see

Subject: Deafwasp map watch: C&C_Geode
Posted by [Deafwasp](#) on Mon, 03 Mar 2003 13:41:56 GMT
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well, you guys only know that there is a tiberium meteor in a cave. That is not the main part of the map, so don't think that is what is the idea.

Subject: Deafwasp map watch: C&C_Geode
Posted by [Halo38](#) on Mon, 03 Mar 2003 14:33:54 GMT
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Deafwaspyah, thats ok. I will keep that in mind when we both release our maps.

But I am sure yours is every bit as good as mine will be.

I loved your DM cambodia (sure that is spelt wrong) it was different reminded me of tomb raider for some reason?!?!?! (think it was the texturing) what mode is your new one going to be? C&C, DM?

Mine will be a full C&C mode, 90% done on additional structures and terrain. you'll probably be finished first as..... shtop shtop this map is not ready yet! I only let you play it when it is ready!

heh heh! thats going in my sig!

Subject: Deafwasp map watch: C&C_Geode
Posted by [Deafwasp](#) on Mon, 03 Mar 2003 14:46:29 GMT
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o.....k..... ??? o_0

Subject: Deafwasp map watch: C&C_Geode
Posted by [Halo38](#) on Mon, 03 Mar 2003 15:24:44 GMT
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Deafwaspo.....k..... ??? o_0

If your not from the uk you probably wont know the 'grolsch' advert

Subject: Deafwasp map watch: C&C_Geode
Posted by [Rich\[HN\]](#) on Mon, 03 Mar 2003 16:38:16 GMT
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<http://www.n00bstories.com/image.view.php?id=1470416049>

That looks like Evolution the film

Subject: Deafwasp map watch: C&C_Geode
Posted by [Deafwasp](#) on Mon, 03 Mar 2003 17:19:09 GMT
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yeah, that movie was ok.

Subject: Deafwasp map watch: C&C_Geode
Posted by [Deafwasp](#) on Tue, 04 Mar 2003 18:07:32 GMT
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What do you think of those screenshots? Does that cave look good or does it lack or need something (obviously Im going to add tiberium crystals and some rocks.

I mean, does that cave look natural?

Subject: Deafwasp map watch: C&C_Geode
Posted by [npsmith82](#) on Tue, 04 Mar 2003 22:41:56 GMT
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Maybe you should randomly place a few stalagmites and stalagmites to the cave ceiling/floor?
Could give it a more natural feel.

Anyways, looks good already DeafWasp. This map idea here reminds me of the similar SP mission, are you basing your map design around that?

Subject: Deafwasp map watch: C&C_Geode
Posted by [Deafwasp](#) on Tue, 04 Mar 2003 23:11:41 GMT
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Deafwaspyeah, the idea is a bit similar. But I don't like my version so far. I am going to redo some of it.
