Subject: City map contest!
Posted by YazooGang on Tue, 07 Jul 2009 18:26:42 GMT
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Hello everybody. I see that people are having fun with the skin contest and i wanted more. So i retextured the City map and its ready. What you do in this contest is basicly turn the map upside down and make it better. (not really turn the objects 180*) Unfortunatly for the renx people, you cant be in the contest since its only for 3ds max.

Rules of the contest:
*Changing the buildings - Dont change them too much but the DieHardNL stuff are allowed.

*Chaning the textures - NO PORNOGRAPHY. I already make a good texture for the big poster but you can change it if you dont like it.

*Polygon count - Dont make high poly objects, if you know what your doing then dont worry about anything.

*Adding new thing in LE - Your welcomed to add new vehicles and new objects and place them in LE. Do not edit anything that would make a cheat.

*Renegade style - Try to stay at renegade style maybe a little bit.

*Flying map - Its your choice.

What you do:

Ok. You have a great idea of what to edit or add. Just do it.
So lets say you made a good map thats ready. Then you import it to LE and make the paths and all that stuff.
 I havent done the lightning stuff so its your responsibility do it since your adding new things.
After the map is ready, you send me the map, the LE source and its max file through PM.
Then we both test it. If everything is good, then you make a video of it and upload it to youtube.
 If you cant do that, i will take pics of the map for you.
 When the due date is over, i will post the pics of the map to public and people will vote. I will not give out the name of the creator.

 One thing, you dont just add objects, you can add new buildings, make the map larger.

Due date: August 9th, 2009

Tell me if i missed anything

I'm in this contest too. You have everything that i have so i dont cheat.

Here is the file.

Subject: Re: City map contest!
Posted by mrÃ£Ã§Ä·z on Tue, 07 Jul 2009 18:43:38 GMT
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Disadvantages allowed?

Subject: Re: City map contest!
Posted by YazooGang on Tue, 07 Jul 2009 21:03:57 GMT
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What exactly do you mean?

Subject: Re: City map contest!
Posted by mrÃ£Ã§Ä·z on Tue, 07 Jul 2009 21:09:06 GMT
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Planned to add many Pipes on the map (above ground without collision) would look kickass but
you cant see some enemys at specific spots lol. Anyway me wont spent time into this i think
simple and fast LE work is enough if you can model why you dont make a own map or a own
small mini mod?

Subject: Re: City map contest!
Posted by YazooGang on Tue, 07 Jul 2009 21:29:43 GMT
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City is cool.

Subject: Re: City map contest!
Posted by Good-One-Driver on Wed, 08 Jul 2009 01:07:47 GMT
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Haha I added the coolist thing will smith hanging from the bottom of bridge where tib is and his
dog is bellow him fighting the zombie dog from I Am Legend

Subject: Re: City map contest!
Posted by YazooGang on Wed, 08 Jul 2009 02:01:11 GMT
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Dont tell what your map will look like. Well not yet!

Subject: Re: City map contest!
Posted by Di3HardNL on Wed, 08 Jul 2009 19:17:36 GMT
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I think im competing with this Sounds like fun!

Subject: Re: City map contest!
Posted by slosha on Wed, 08 Jul 2009 19:48:56 GMT
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I can't wait to see what comes out of this.

Subject: Re: City map contest!
Posted by Gen_Blacky on Wed, 08 Jul 2009 23:46:09 GMT
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I might join and good job with they city starts people off with a good template.

Subject: Re: City map contest!
Posted by LiL KiLLa on Thu, 09 Jul 2009 11:11:40 GMT
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I lost the game then..

Subject: Re: City map contest!
Posted by Player on Thu, 09 Jul 2009 11:17:01 GMT
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LiL KiLLa wrote on Thu, 09 July 2009 06:11I lost the game then..

Snow in City? Good idea but not my style.

Subject: Re: City map contest!
Posted by LiL KiLLa on Thu, 09 Jul 2009 11:18:00 GMT
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hmm meybe just sun with blue sky or city in the night? or rain hmm

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Subject: Re: City map contest!
Posted by ArtyWh0re on Thu, 09 Jul 2009 11:30:25 GMT
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LiL KiLLa wrote on Thu, 09 July 2009 06:11I lost the game then..

Love it.

Subject: Re: City map contest!
Posted by YazooGang on Thu, 09 Jul 2009 14:54:43 GMT
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Just to add. This is going to be a completely new map. So, it would not be C&C_City or C&C_City_Flying. You can name it what ever you want. You can make it a racing city, rpg stype by removing the buildings and other modes that you would want. Scripting is allowed.

Subject: Re: City map contest!
Posted by YazooGang on Sun, 12 Jul 2009 03:54:40 GMT
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Is anyone actualy working on this? I dont think alot of people do... If no one is then i'm going to close it and release mine...

Subject: Re: City map contest!
Posted by wubwub on Sun, 12 Jul 2009 06:14:10 GMT
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Not really about this but...

How do u make it snow or change day to night?

Subject: Re: City map contest!
Posted by Gen_Blacky on Sun, 12 Jul 2009 14:28:43 GMT
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WubWub wrote on Sun, 12 July 2009 01:14Not really about this but...

How do u make it snow or change day to night?

leveledit background settings

Subject: Re: City map contest!
Posted by YazooGang on Sun, 12 Jul 2009 14:53:30 GMT
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Edit-Background Settings-Weather(tab) and at the bottom you will see Snow, Rain, Ash and None. Select one and then put a number in the number box near it. i recommand 1 for alot of snow.

Subject: Re: City map contest!
Posted by ErroR on Mon, 13 Jul 2009 13:10:33 GMT
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Killa.. one thing i don't undestand. How the hell should i land my helicopter under the bridge?!

Subject: Re: City map contest!
Posted by crazfulla on Mon, 24 Aug 2009 06:36:34 GMT
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ErroR wrote on Mon, 13 July 2009 08:10Killa.. one thing i don't undestand. How the hell should i land my helicopter under the bridge?!
import the model to renx, flip it 180 degrees (upside down), export.

Subject: Re: City map contest!
Posted by ErroR on Mon, 24 Aug 2009 10:37:16 GMT
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crazfulla wrote on Mon, 24 August 2009 09:36ErroR wrote on Mon, 13 July 2009 08:10Killa.. one thing i don't undestand. How the hell should i land my helicopter under the bridge?!
import the model to renx, flip it 180 degrees (upside down), export.
i mean there is a H helli landing zone under the bridge o.o

Subject: Re: City map contest!
Posted by crazfulla on Mon, 24 Aug 2009 10:40:00 GMT
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ErroR wrote on Mon, 24 August 2009 05:37crazfulla wrote on Mon, 24 August 2009 09:36ErroR wrote on Mon, 13 July 2009 08:10Killa.. one thing i don't undestand. How the hell should i land my helicopter under the bridge?!
import the model to renx, flip it 180 degrees (upside down), export.
i mean there is a H helli landing zone under the bridge o.o
Exactly. if you are upside down, the H will be up the right way!

File Attachments
1) killa city.jpg, downloaded 772 times

Subject: Re: City map contest!
Posted by Tupolev TU-95 Bear on Mon, 24 Aug 2009 13:44:59 GMT
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crazfulla wrote on Mon, 24 August 2009 11:40ErroR wrote on Mon, 24 August 2009 05:37crazfulla
wrote on Mon, 24 August 2009 09:36ErroR wrote on Mon, 13 July 2009 08:10Killa.. one thing i
don't undestand. How the hell should i land my helicopter under the bridge?!
import the model to renx, flip it 180 degrees (upside down), export.
i mean there is a H helli landing zone under the bridge o.o
Exactly. if you are upside down, the H will be up the right way!

---

lol i hope it can stay like that with suction cups so it dont work

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Subject: Re: City map contest!
Posted by R315r4z0r on Wed, 26 Aug 2009 02:55:53 GMT
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ErroR wrote on Mon, 13 July 2009 09:10Killa.. one thing i don't undestand. How the hell should i land my helicopter under the bridge?!
You aren't. It's the screen shot that's upside down!

Subject: Re: City map contest!
Posted by ErroR on Wed, 26 Aug 2009 08:22:28 GMT
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R315r4z0r wrote on Wed, 26 August 2009 05:55ErroR wrote on Mon, 13 July 2009 09:10Killa.. one thing i don't undestand. How the hell should i land my helicopter under the bridge?!
You aren't. It's the screen shot that's upside down!
God damn, you're right!

Subject: Re: City map contest!
Posted by YazooGang on Sun, 01 Nov 2009 23:28:29 GMT
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This is so dead... I was like 60% done and then quit. Still i think mine looks awesome!