
Subject: Map Replacement C&C City

Posted by [LeeumDee](#) on Wed, 30 Sep 2009 15:07:04 GMT

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Things added/changed:

Tiberium clouds, Lights under every light source, changed most textures and reduced the fog distance.

Previews:

Images

Video

<http://www.youtube.com/watch?v=dhH DUq4Ktcw>

Any suggestions for other map replacements, feel free to let me know via PM.

Download Attached.

File Attachments

1) [C&C_City-Map_Replacement_by_LeeumDee.rar](#), downloaded 325 times

Subject: Re: Map Replacement C&C City

Posted by [Kimb](#) on Wed, 30 Sep 2009 16:03:47 GMT

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nice

Subject: Re: Map Replacement C&C City

Posted by [Altzan](#) on Wed, 30 Sep 2009 16:17:04 GMT

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I CAN'T SEE

I CAN'T SEE

Crashes Hummer into a pole

Looks awesome though.

Subject: Re: Map Replacement C&C City
Posted by [ArtyWh0re](#) on Wed, 30 Sep 2009 21:33:29 GMT
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This is very good. It actually looks like a city now and I love the textures.
probably your best map replacement so far.

Subject: Re: Map Replacement C&C City
Posted by [GEORGE ZIMMER](#) on Thu, 01 Oct 2009 03:43:22 GMT
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Pretty nice, but I always figured you could do so much more with this map. Here's some ideas:

-The backdrop buildings look like shit, change their model. It's not as though it affects much physical gameplay.

-Maybe add a few more poly's (and make use of them) for the buildings all around the map? For example, making windows actually polygonal rather than just a texture on a box.

-Add a few light fixtures to the interior hallway areas. Maybe even make a few cosmetic doors for a bit of added effect.

-Tiberium gas is annoying, please get rid of it.

-Instead of dazzle, maybe use a modeled transparent light effect? Basically just a white texture (or no texture) image that makes use of blending effects with a fully transparent surface. Probably a better way to do that, but you get the idea.

Besides that, the textures are awesome, looks alot nicer now

Subject: Re: Map Replacement C&C City
Posted by [ArtyWh0re](#) on Thu, 01 Oct 2009 18:37:00 GMT
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GEORGE ZIMMER wrote on Wed, 30 September 2009 22:43Pretty nice, but I always figured you could do so much more with this map. Here's some ideas:

-The backdrop buildings look like shit, change their model. It's not as though it affects much physical gameplay.

Agreed. Actually I have textures I edited a while back to make them 10 times better. You can put them in your map if you want.

back buildings look better

File Attachments

- 1) [cc_bldg3.dds](#), downloaded 260 times
 - 2) [cc_bldg4.dds](#), downloaded 241 times
-

Subject: Re: Map Replacement C&C City
Posted by [Xena](#) on Thu, 01 Oct 2009 19:42:12 GMT
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it's nice

but a bit too standard for me =]
stays with dreg's city skin

Subject: Re: Map Replacement C&C City
Posted by [Iran](#) on Mon, 05 Oct 2009 21:57:44 GMT
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Those are some nice Doom 3 screenshots.

Subject: Re: Map Replacement C&C City
Posted by [Tupolev TU-95 Bear](#) on Tue, 06 Oct 2009 06:35:10 GMT
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Iran wrote on Mon, 05 October 2009 22:57 Those are some nice Doom 3 screenshots.
there not doom.....
