
Subject: C&C_Name_Not_Decided.mix

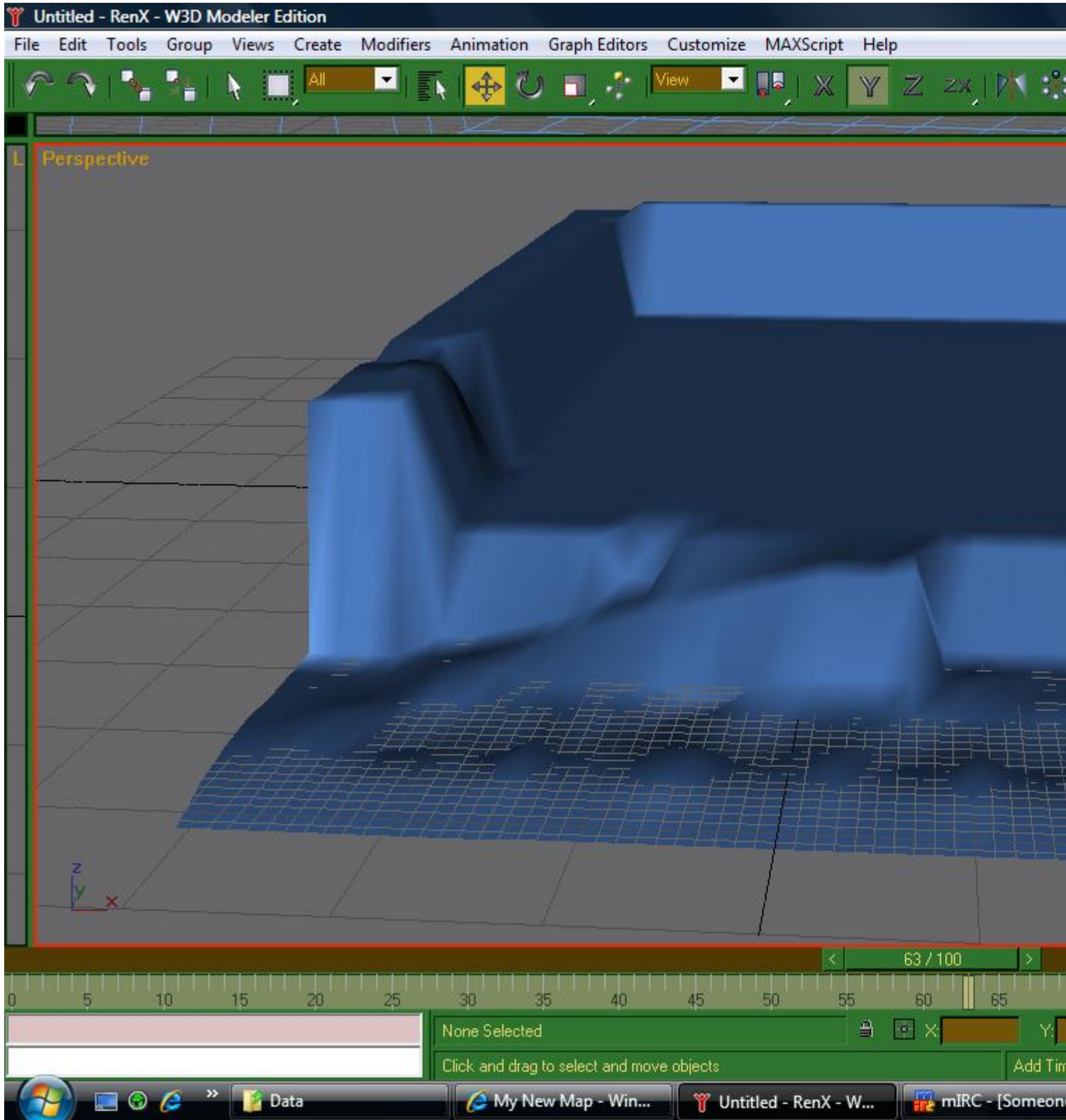
Posted by [Good-One-Driver](#) on Thu, 08 Oct 2009 01:02:07 GMT

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tell me some stuff i need to improve while im doing it so i dont have to redo when finished

File Attachments

1) [ddayail.jpg](#), downloaded 1389 times

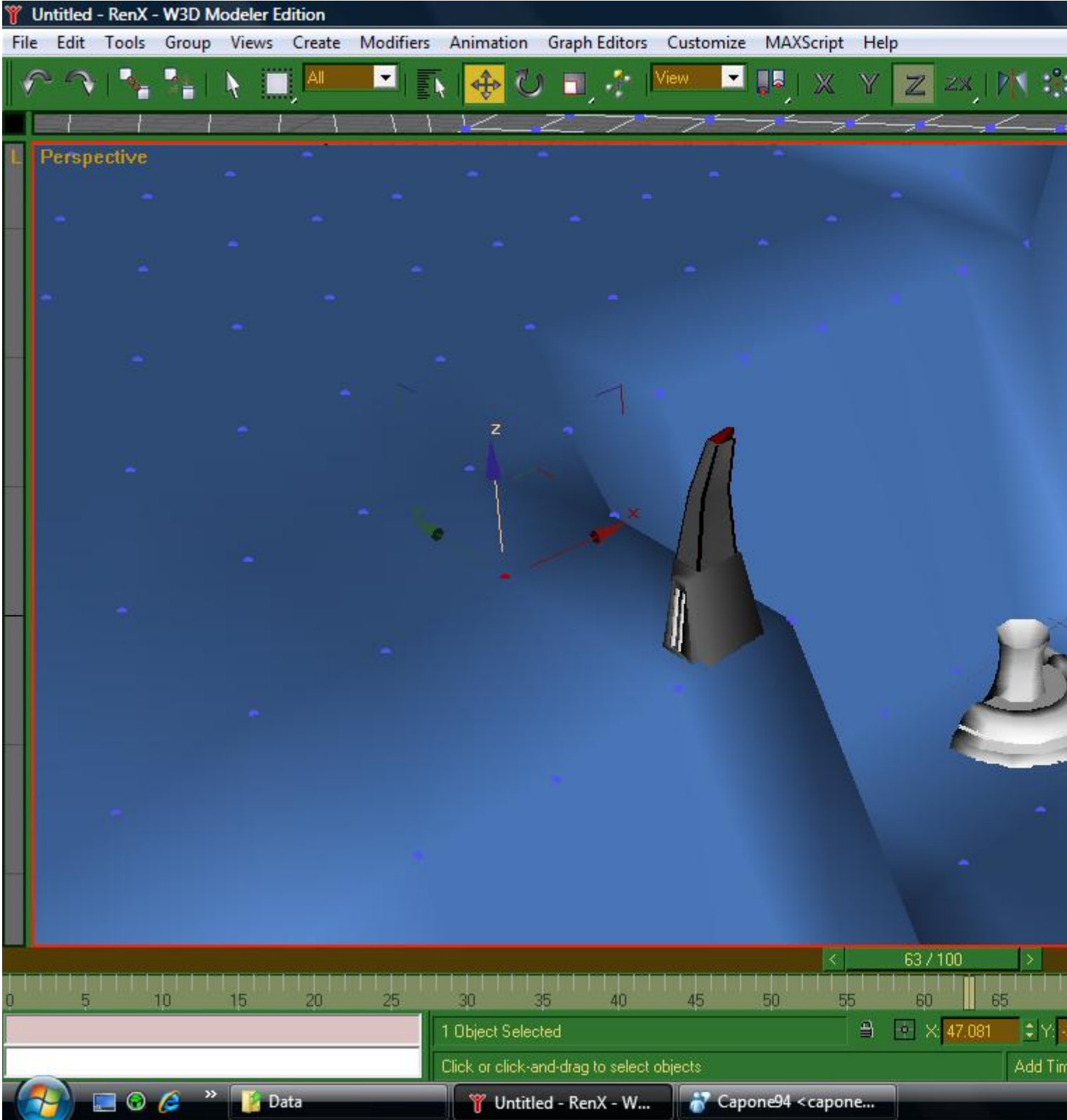


Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [Good-One-Driver](#) on Thu, 08 Oct 2009 02:59:47 GMT

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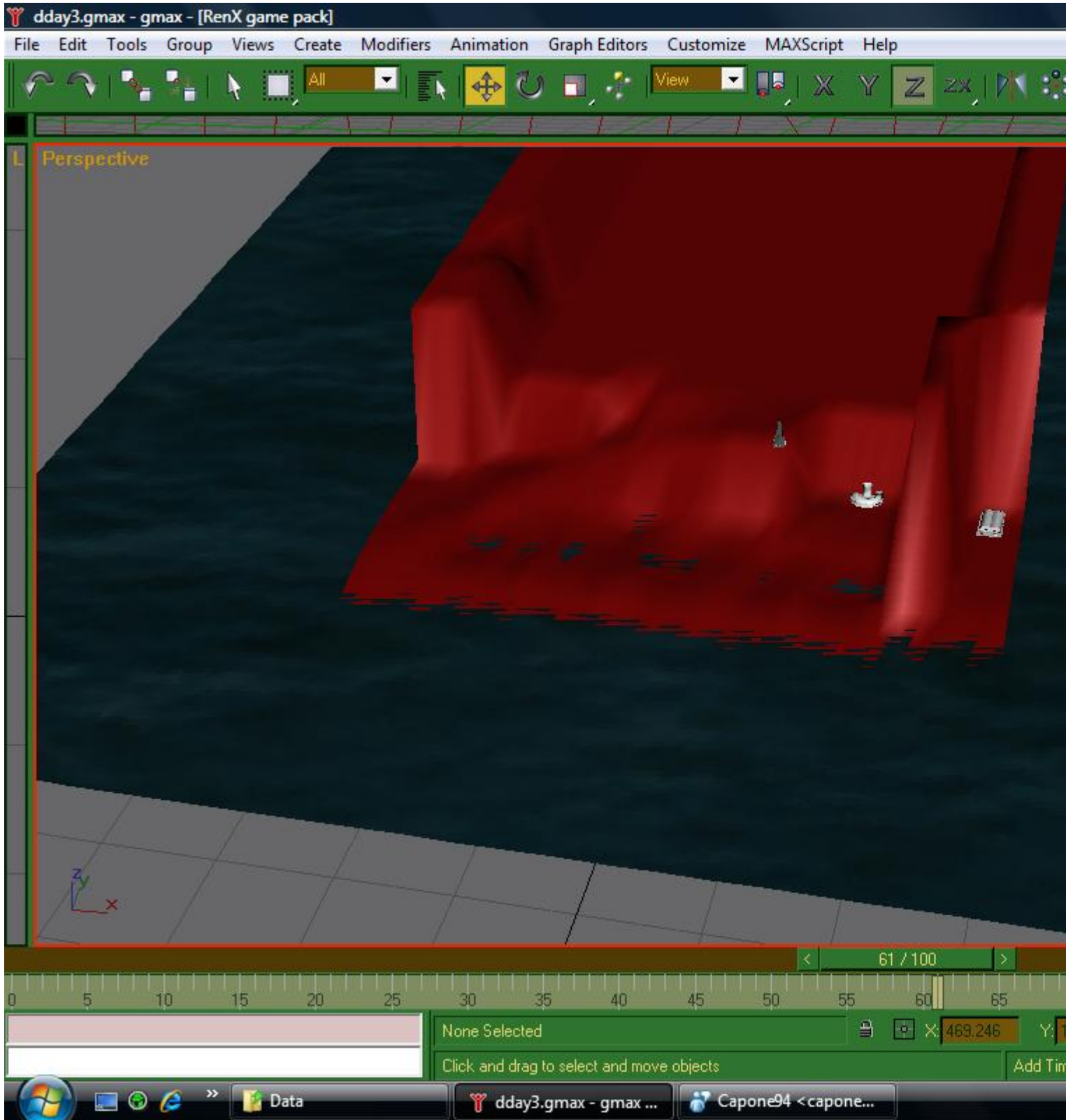
1) [ddayai2.jpg](#), downloaded 1171 times



Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [Good-One-Driver](#) on Thu, 08 Oct 2009 03:26:50 GMT
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File Attachments

1) [ddayai3.jpg](#), downloaded 1189 times



Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [Gen_Blacky](#) on Thu, 08 Oct 2009 06:57:26 GMT

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its to boxy start over use chamfer and extrude so you can make walls that look more realistic.

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [Di3HardNL](#) on Thu, 08 Oct 2009 08:15:56 GMT

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Might consider changing the name as I already made a map named C&C_D-Day.mix

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [GEORGE ZIMMER](#) on Thu, 08 Oct 2009 08:26:19 GMT

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Ok, firstly, that looks awful. Now that we've gotten that out of the way, let's delve into WHY it's awful.

1: TOO. MUCH. STRETCHING. The canyon walls (I hope to GOD they're canyon walls and not metallic or some BS) look awful.

2: You clearly just took a plane, made it 100x100 or so, and then soft selected (Maybe not even that) some vertexes up and down. If you're going to do that, ATLEAST make use of X and Y coordinates...

3: The shore looks way too boxy. Seriously, what kinda shore is gonna look like that? This isn't 1992, work on aesthetics a little.

4: That is NOT how you do water. What you want to do is make the island first, make a little bit of a sea floor, then extrude off of the island (preferably all on the same Z coordinate unless you want your water to look stupid), then detach said extrusions and turn that into the water. It'd be a good idea to add in some alpha blending near the shores too, so you'll definitely need to extrude for that part.

5: The general concept looks bad. Why does GDI start there? Why does Nod get an obelisk rather than a plethora of turrets?

And there's the whole question as to how GDI will get around to the Nod area. Are they going to go around that badly stretched wall or something? That'll only lead to camping galore.

6: Don't place buildings until you're done with the map. It's usually a good idea to not plop them down anyway. You'll want to make cuts in the terrain BEFORE adding the buildings, or else you'll have texture collision galore.

Normally I'd cut you SOME slack, but it's not like this is your first time. Look up some more tutorials.

Incase you don't know the link: <http://renegadehelp.net/index.php?act=tutorials&id=286#291>

I'm tempted to make a similar map myself except better just to show you what something like that SHOULD be like.

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [crazfulla](#) on Thu, 08 Oct 2009 11:00:33 GMT
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Gen_Blacky wrote on Thu, 08 October 2009 01:57its to boxy
THIS is boxy:

She rocks.

on the other hand, that level is just plain crap.

PS hasnt a map named D-Day already been made?

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [ErroR](#) on Thu, 08 Oct 2009 11:20:54 GMT
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Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [Altzan](#) on Thu, 08 Oct 2009 12:52:01 GMT
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I was gonna link to a great tutorial I used, there were two parts and part two showed how he made an awesome tunnel segment from 1 plane...
...but I can't find it

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [ErroR](#) on Thu, 08 Oct 2009 12:54:30 GMT
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Altzan wrote on Thu, 08 October 2009 15:52I was gonna link to a great tutorial I used, there were two parts and part two showed how he made an awesome tunnel segment from 1 plane...
...but I can't find it
does it include a box and a few planes to cut it with boolean?

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [crazfulla](#) on Thu, 08 Oct 2009 14:51:45 GMT
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Tutorials blah, half of them are poorly written and/or illustrated.

Thankfully I learned a bit off titan ^_^

Not that I ever really finish what I start.

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [ErroR](#) on Thu, 08 Oct 2009 15:20:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

crazfulla wrote on Thu, 08 October 2009 17:51Tutorials blah, half of them are poorly written and/or illustrated.

Thankfully I learned a bit off titan ^_^

Not that I ever really finish what I start.
same

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [Altzan](#) on Thu, 08 Oct 2009 15:28:38 GMT
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ErroR wrote on Thu, 08 October 2009 07:54Altzan wrote on Thu, 08 October 2009 15:52I was gonna link to a great tutorial I used, there were two parts and part two showed how he made an awesome tunnel segment from 1 plane...
...but I can't find it
does it include a box and a few planes to cut it with boolean?

The first one started with one plane. He extruded some, warped the terrain a little bit, and then started copying pieces and rotating them to make a 'zero' shape. Decent mountains too. In the second one he starts again with one plane and makes a tunnel segment. One of the last screenies shows Havoc standing in the completed tunnel which was textured white.

And on a side note, does a map HAVE to look realistic? I'll take gameplay over looks any day... Although I am wondering how the heck those infantry are supposed to get to the Obby...

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [Good-One-Driver](#) on Thu, 08 Oct 2009 22:20:31 GMT
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well no shit i just started did it one day of coarse i will make it look better and shit this is just the first look i will make it look way better that just what it looks like now i will spend 2 weeks on this or more

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [GEORGE ZIMMER](#) on Thu, 08 Oct 2009 22:33:35 GMT
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Altzan wrote on Thu, 08 October 2009 10:28Error wrote on Thu, 08 October 2009 07:54Altzan wrote on Thu, 08 October 2009 15:52I was gonna link to a great tutorial I used, there were two parts and part two showed how he made an awesome tunnel segment from 1 plane...
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does it include a box and a few planes to cut it with boolean?

The first one started with one plane. He extruded some, warped the terrain a little bit, and then started copying pieces and rotating them to make a 'zero' shape. Decent mountains too. In the second one he starts again with one plane and makes a tunnel segment. One of the last screenies shows Havoc standing in the completed tunnel which was textured white.

And on a side note, does a map HAVE to look realistic? I'll take gameplay over looks any day... Although I am wondering how the heck those infantry are supposed to get to the Obby... Ah, that was Blazea's. He wrote a pretty good tutorial, albeit hard to follow. That's the way you generally should make things though, by starting off of one plane and going from there. And no, not with a 100x100 plane and dragging crap around.

I dunno why it didn't get on Renegadehelp.net, it was one of the better ones... Maybe I'll write my own that's really easy to follow.

Also,

Quote:well no shit i just started did it one day of coarse i will make it look better and shit this is just the first look i will make it look way better that just what it looks like now i will spend 2 weeks on this or more

You don't really get how map making is usually done, do you? You don't just throw two planes on top of eachother then add buildings then go from there. Even if it IS the starting bit, for one, you've shown history of releasing AWFUL maps.

For two, that's not the way you start a map, so it already looks to be shit. Restart it.

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [Altzan](#) on Thu, 08 Oct 2009 23:04:29 GMT
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GEORGE ZIMMER wrote on Thu, 08 October 2009 17:33Ah, that was Blazea's. He wrote a pretty

good tutorial, albeit hard to follow. That's the way you generally should make things though, by starting off of one plane and going from there. And no, not with a 100x100 plane and dragging crap around.

I dunno why it didn't get on Renegadehelp.net, it was one of the better ones... Maybe I'll write my own that's really easy to follow.

Ah, yeah his tutorials were awesome. It took me some time to really get the hang of it but the end result is some new awesome skills.

They probably weren't saved to the new website because they were all images, no text... that doesn't diminish it though

Good-One-Driver wrote on Thu, 08 October 2009 23:20well no shit i just started did it one day of course i will make it look better and shit this is just the first look i will make it look way better that just what it looks like now i will spend 2 weeks on this or more

If you're going to put that much work into it, you probably should have taken that amount of time before sharing, tbh...

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [Di3HardNL](#) on Sat, 10 Oct 2009 10:24:42 GMT
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This is my d-DAY <http://www.youtube.com/watch?v=8JhAyj6BjLQ>

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [Dreganius](#) on Sat, 10 Oct 2009 12:04:24 GMT
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Good-One-Driver seems to be almost like another HORQWER. He doesn't always listen to advice and has a little swearing fit when people give him criticism that sounds even slightly pessimistic.

Good-One-Driver wrote on Fri, 09 October 2009 08:20well no shit i just started did it one day of course i will make it look better and shit this is just the first look i will make it look way better that just what it looks like now i will spend 2 weeks on this or more

Example one.

You want to prove me wrong, G-O-D? Do it!
Listen to the advice people give you and make something good.
Looking forward to seeing it.

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [Good-One-Driver](#) on Sat, 10 Oct 2009 17:02:31 GMT
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ok i am im just saying this is the first part i will make it look more realistic im just saying this is the very first part of coarse its not going to look amazing because i didnt add mountains or hills or ditches or nothing i was working on the bottom and now i will make my way to the top im just thinking and trying out ways to make it look better

@di3 i will change name if you dont want it to be d-day

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [Altzan](#) on Sat, 10 Oct 2009 20:32:03 GMT
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Good-One-Driver wrote on Sat, 10 October 2009 12:02ok i am im just saying this is the first part i will make it look more realistic im just saying this is the very first part of coarse its not going to look amazing because i didnt add mountains or hills or ditches or nothing i was working on the bottom and now i will make my way to the top im just thinking and trying out ways to make it look better

OK cool, hope you don't run into any problems.

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [GEORGE ZIMMER](#) on Sat, 10 Oct 2009 22:00:35 GMT
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Good-One-Driver wrote on Sat, 10 October 2009 12:02ok i am im just saying this is the first part i will make it look more realistic im just saying this is the very first part of coarse its not going to look amazing because i didnt add mountains or hills or ditches or nothing i was working on the bottom and now i will make my way to the top im just thinking and trying out ways to make it look better

@di3 i will change name if you dont want it to be d-day
Like I said, it doesn't matter what you were doing, you still went about it the wrong way.

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [R315r4z0r](#) on Mon, 12 Oct 2009 13:08:41 GMT
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I'd give you an example of a good way to make the sides look if I wasn't going to school.
Edit: here is an old WIP screenshot from a Reborn map I'm making.
http://i27.photobucket.com/albums/c175/r315razor/mapping%20updates/lce/lce_11.jpg
Notice how the cliffs around aren't necessarily straight. They are more rounded, and that one on

the middle section is actually inverted.

Just try not to stretch things so far that they get flat. Give them more polys.

If you plan on added fog to the map, then making long stretched out polys will make the map look horrible. Fog is distributed along the surface using the poly faces of the mesh. If there is only one poly, then the fog will always be there and your terrain will always look gray and textureless.

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [ErroR](#) on Mon, 12 Oct 2009 13:24:10 GMT
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If you could get 3ds max, (30 day trial)*it has a awesome push/pull tool
*besides the shitload of serials and keygens

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [Gen_Blacky](#) on Mon, 12 Oct 2009 20:17:30 GMT
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yes use 3ds max 8 and use the renx gamepack with 3ds max 8

Subject: Re: C&C_D-Day_AI_Co-Op.mix
Posted by [Good-One-Driver](#) on Tue, 13 Oct 2009 03:43:03 GMT
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ok i got the "maze part" figured out now all i need to do is make it looke more realistic add some cool shit to it like texture and fix it up a bit but in my opinion it will be a great looking map/co-op blah.blah.blah.

+ I need to do a bunch in LE (ai bots, spawnpoints, weather, sounds, waypoints, scripts)

so dont expect this soon but if you would like to kindly test my beta map and tell me what you find wrong and glitches and so i will be more then happy to fix it

ohh and i need a couple request who has some "cool" german sounds... like i have no idea about any germen and i dont want to add some insulting stuff so i am asking for your cool for some mp3 or wav files with german music, or sound affects, voices, speaches...

thank you very much here is ss tell me what you think of it now and if i add some more stuff...

one more request who knows were to get a big bunker like di3 used in his map and were to get some cool w3d/model stuff to add to the map like those tank blockers and so on. If some one has them or can make them i would really apreciate it thank you for reading this and your time

i know you cant tell much with out the texture but this is what ive been doing latly hope you like it.

BTW: if some of you are wondering what i am basing this map on it is a movie called "Saving Private Ryan"

Good-One-Driver wrote on Mon, 12 October 2009 22:46BTW THESE ARE THE NAME I CAME UP WITH TELL ME WHAT YOU THINK

C&C_Allied_Assault.mix

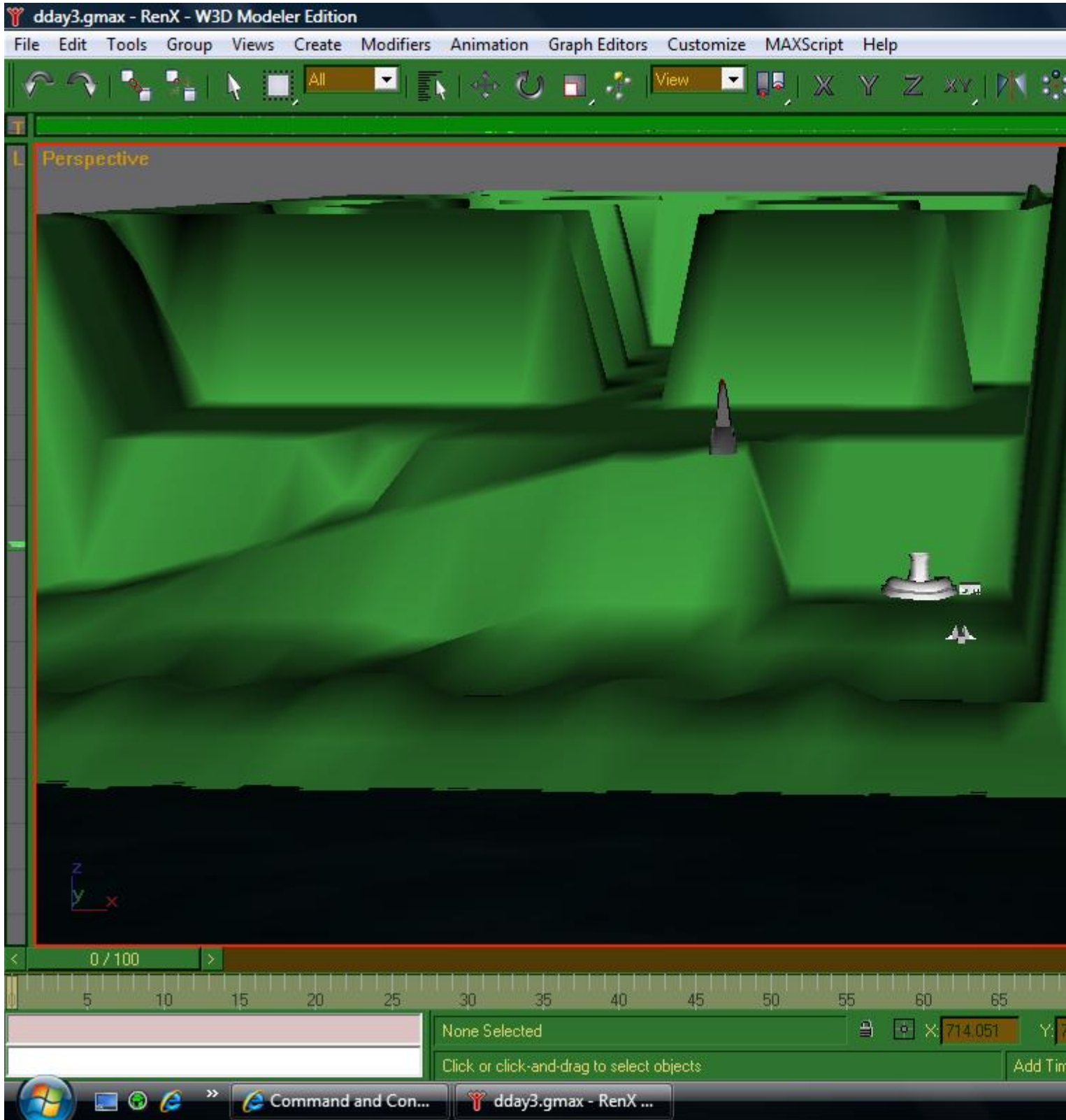
C&C_Saving_Private_Havoc.mix

if you come up with some better ones please tell me.

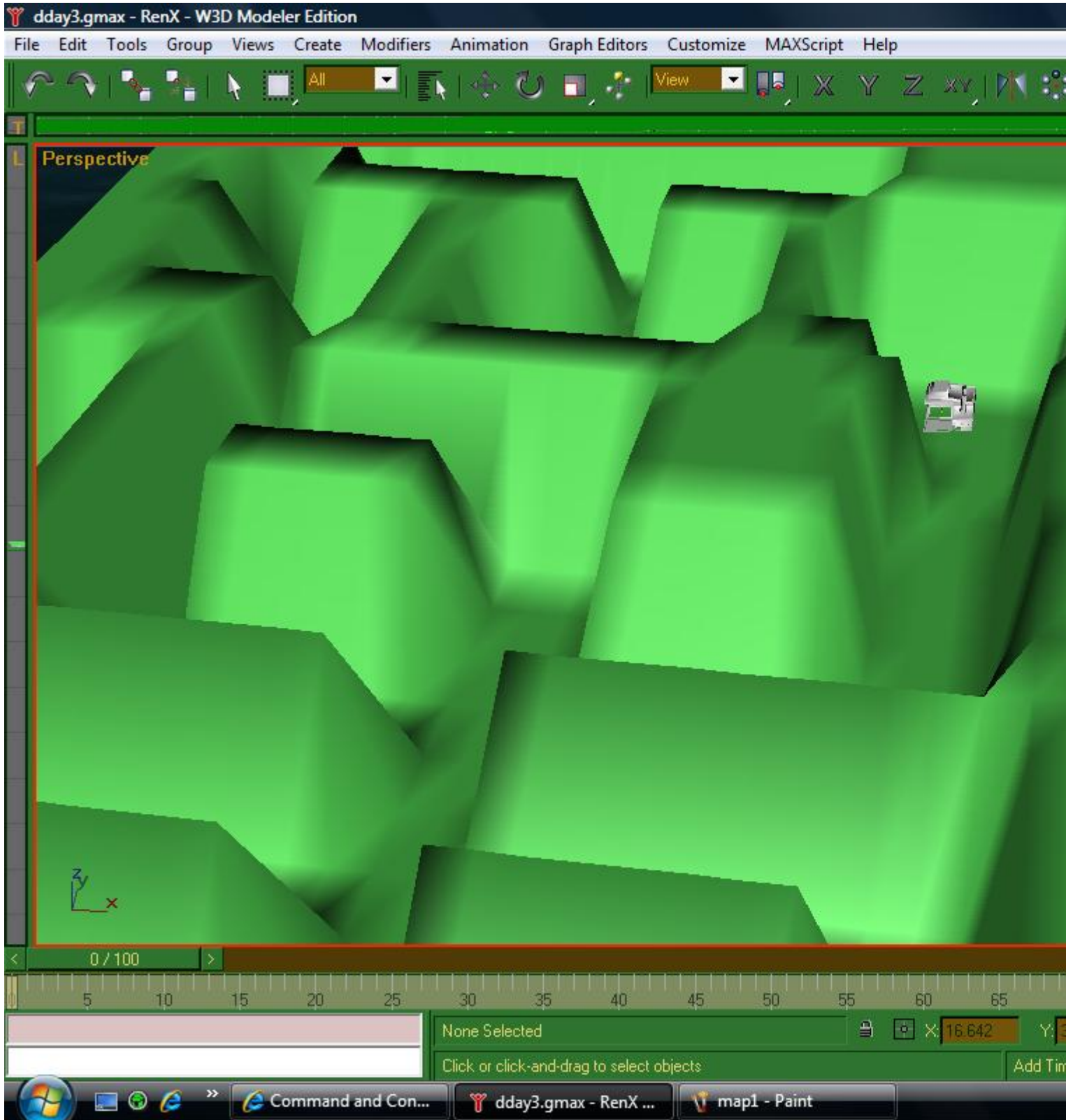
thank you

File Attachments

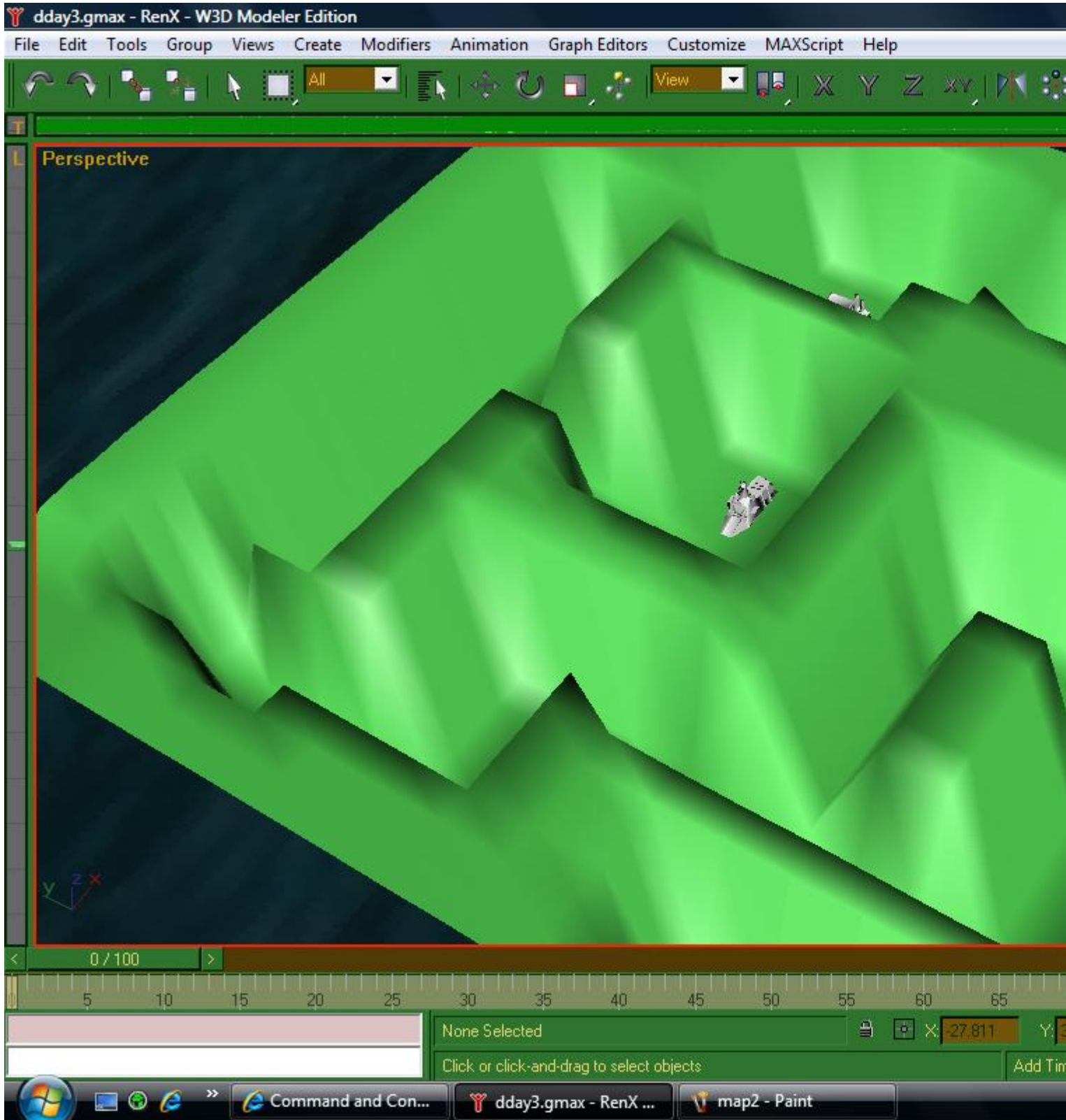
1) [map1.jpg](#), downloaded 904 times



2) [map2.jpg](#), downloaded 931 times



3) [map3.jpg](#), downloaded 921 times



4) [hax0r03.gif](#), downloaded 712 times



Subject: Re: C&C_Name_Not_Decided.mix
Posted by [Good-One-Driver](#) on Tue, 13 Oct 2009 03:46:51 GMT
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BTW THESE ARE THE NAME I CAME UP WITH TELL ME WHAT YOU THINK

C&C_Allied_Assault.mix
C&C_Saving_Private_Havoc.mix

if you come up with some better ones please tell me.

thank you

Subject: Re: C&C_Name_Not_Decided.mix
Posted by [GEORGE ZIMMER](#) on Tue, 13 Oct 2009 05:35:52 GMT
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Stop having one poly walls. Remake the main island and use EXTRUDE.

You can do this by holding shift and clicking the edges of a plane and dragging them around.
Another decent tool is welding, which is handy for connecting two or more vertexes.

Subject: Re: C&C_Name_Not_Decided.mix
Posted by [Tupolev TU-95 Bear](#) on Tue, 13 Oct 2009 06:43:42 GMT
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Good-One-Driver wrote on Tue, 13 October 2009 04:46BTW THESE ARE THE NAME I CAME UP WITH TELL ME WHAT YOU THINK

C&C_Allied_Assault.mix
C&C_Saving_Private_Havoc.mix

if you come up with some better ones please tell me.

thank you

not allied_Assult.mix as theres already a map for APB

Subject: Re: C&C_Name_Not_Decided.mix
Posted by [Good-One-Driver](#) on Tue, 13 Oct 2009 12:32:54 GMT
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GEORGE ZIMMER wrote on Tue, 13 October 2009 00:35 Stop having one poly walls. Remake the main island and use EXTRUDE.

You can do this by holding shift and clicking the edges of a plane and dragging them around. Another decent tool is welding, which is handy for connecting two or more vertexes.

ok thank you i will

Subject: Re: C&C_Name_Not_Decided.mix
Posted by [R315r4z0r](#) on Wed, 14 Oct 2009 01:36:35 GMT
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Also, think about how you will play the map.

From what I've seen, it's very big. People will get bored running between structures.

Another thing to think about as well is the draw distance. You wont see the other end of the map when you are standing more than 300 units away.

You're going to experience a lot of "drawing in" when you enter wide open areas.

Subject: Re: C&C_Name_Not_Decided.mix
Posted by [ErroR](#) on Wed, 14 Oct 2009 10:34:07 GMT
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also separating buildings from each other is a bad idea

Subject: Re: C&C_Name_Not_Decided.mix
Posted by [GEORGE ZIMMER](#) on Wed, 14 Oct 2009 13:09:42 GMT
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ErroR wrote on Wed, 14 October 2009 05:34also separating buildings from each other is a bad idea
Yeah, unless they're indestructible, it's almost always a terrible idea.

Subject: Re: C&C_Name_Not_Decided.mix
Posted by [Good-One-Driver](#) on Wed, 14 Oct 2009 13:12:25 GMT
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GEORGE ZIMMER wrote on Wed, 14 October 2009 08:09ErroR wrote on Wed, 14 October 2009 05:34also separating buildings from each other is a bad idea
Yeah, unless they're indestructible, it's almost always a terrible idea.

why?

Subject: Re: C&C_Name_Not_Decided.mix
Posted by [Reaver11](#) on Wed, 14 Oct 2009 13:21:21 GMT
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Imagine your in the barracks and buying a tank. Forgetting the fact the wf is on the otherside of the map. Before you reach it you might die or it will get stolen by the enemy.

Subject: Re: C&C_Name_Not_Decided.mix
Posted by [JeepRubi](#) on Thu, 15 Oct 2009 03:08:31 GMT
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I would reccomend following this tutorial to create your terrain. Moving faced on a plane up and down is a very limited (and shitty) way of making a map. That tutorial got me started modeling when I was learning.
