
Subject: Simple Racing Tiles V1
Posted by [nopol10](#) on Fri, 10 Nov 2006 02:37:27 GMT
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Here are some pre-made tiles I made when I was free and their mainly for racing. In this file, there is a straight tile, curved tile(it looks bad), tunnel straight tile, high straight tile, high curve tile, a tile that transits from low to high and a ramp tile. Screenshot below. My texturing is not good at all and the tiles can fit a Mammoth Tank. This is meant to make making racing maps simpler if you don't want to waste time modelling every thing. Place them next to each other and connect a la Trackmania. You can texture the blockers and pillars yourself. Just one question: What is the perfect physical setting for a racing car that acts like one seen in Trackmania?

File Attachments

- 1) [racing tiles.rar](#), downloaded 220 times
- 2) [racingtiles.JPG](#), downloaded 1130 times

Perspective

