
Subject: Sciencepark Renegademap
Posted by [RedOne](#) on Tue, 09 Dec 2008 00:02:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi all,

I asked several questions in this forum for a map I been making. Some people asked me to put some screenshots here.

Sciencepark is an studenthousing project in Amsterdam. I was an electrician over there in the building progress.

In that time I also was playing Renegade again and I had the idea that this map was good for several types of gameplay.

With many thanks to the people who made and post on renhelp.net and this forum (reading (very)old topics and posting) I created a begin of the map. I restarted several times because i always thought it could better. And the mapsize(kb) always get smaller each time.

For example: In the beginning I made the floor in many meshes. Now the floor is one singel mesh.

The reallife building has 721 appartments. 6 elevators. etc etc.

The glass wall is better to be seen here as in the other topic.

A lot skinning had to be done also but I want to wait till the last because I saw that I had some problems to change meshes that are skinned/textured. The glass wall is ok now so I skinned it.

This side is ok now to so I textured that also. It is mad fromtwo meshes. Each window is a mesh to and breakable.

Between the floors there wil come appartmens. How many depends on the size of the file. I dont want it to be huge. Because I worked in it so I have al the autocad drawings on my computer. The measurements are to a cm the same like the real building.

This is the shape of the building. It can be use for close combat CTF or you name it. Dont pay attention to the land around it. I had to make something to test the map someimes.

A floor is a mesh. With boolean I mad some holes for the stairs. First I mad real stairs. My filesice (mix) become 75 Mb. So I mad a stair from two meshes (could be one if I had calculated it right). With boolean I will also make the holes for the alevator.

I made this topic to let you al see where I am busy on so you know a bit why my questions are. Mostly I try to find the answers in older topics or tuts. Why I make the map? Just for fun. I like to be busy on 3d drawing. So i wanted a subject and made a project out of it. I am now busy on anothe building. Maybe I wil do the same with that. But for now, I have my hands full with this one.

Thx for your help and attention.

(sorry for the poor english)

Link: (dutch)About sciencepark.

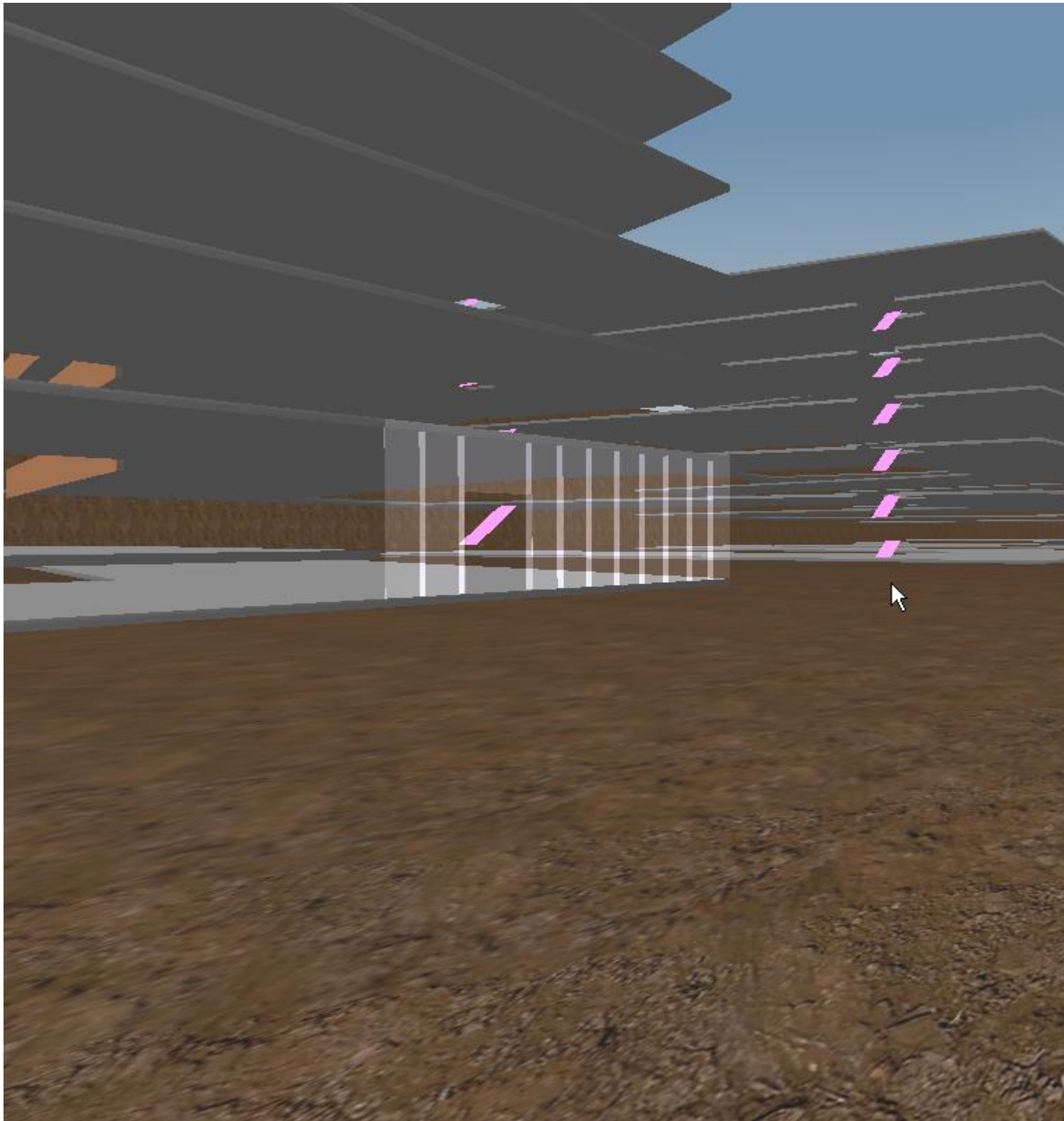
<http://www.uva.nl/huisvesting/watergraafsmeer.cfm/3C6A42D9-21F4-4543-966D6A029451A11D>

If you have a question, tip or just something to say about it, please do.

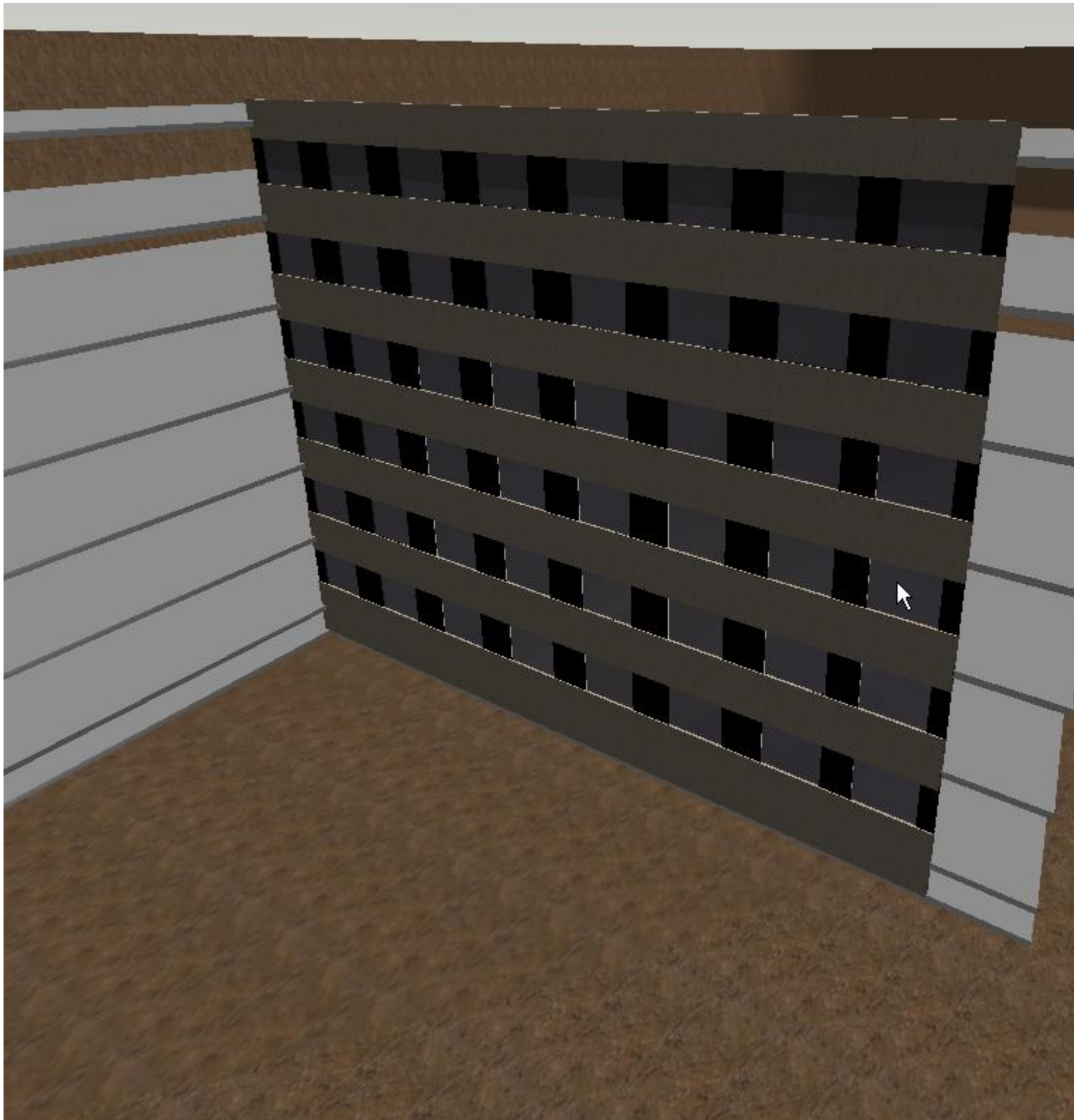
GrTz Rene

File Attachments

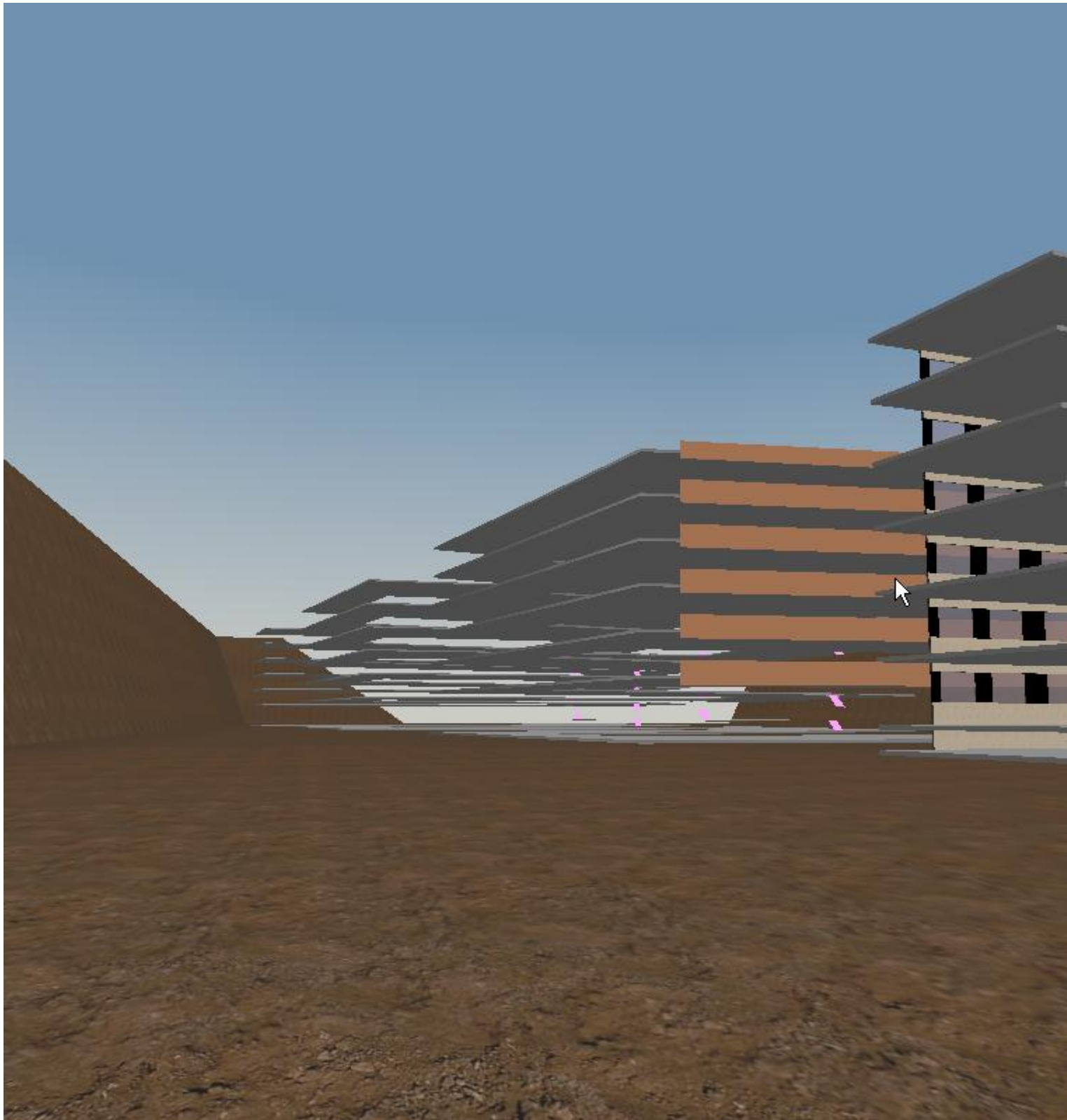
1) [ScreenShot001.jpg](#), downloaded 899 times



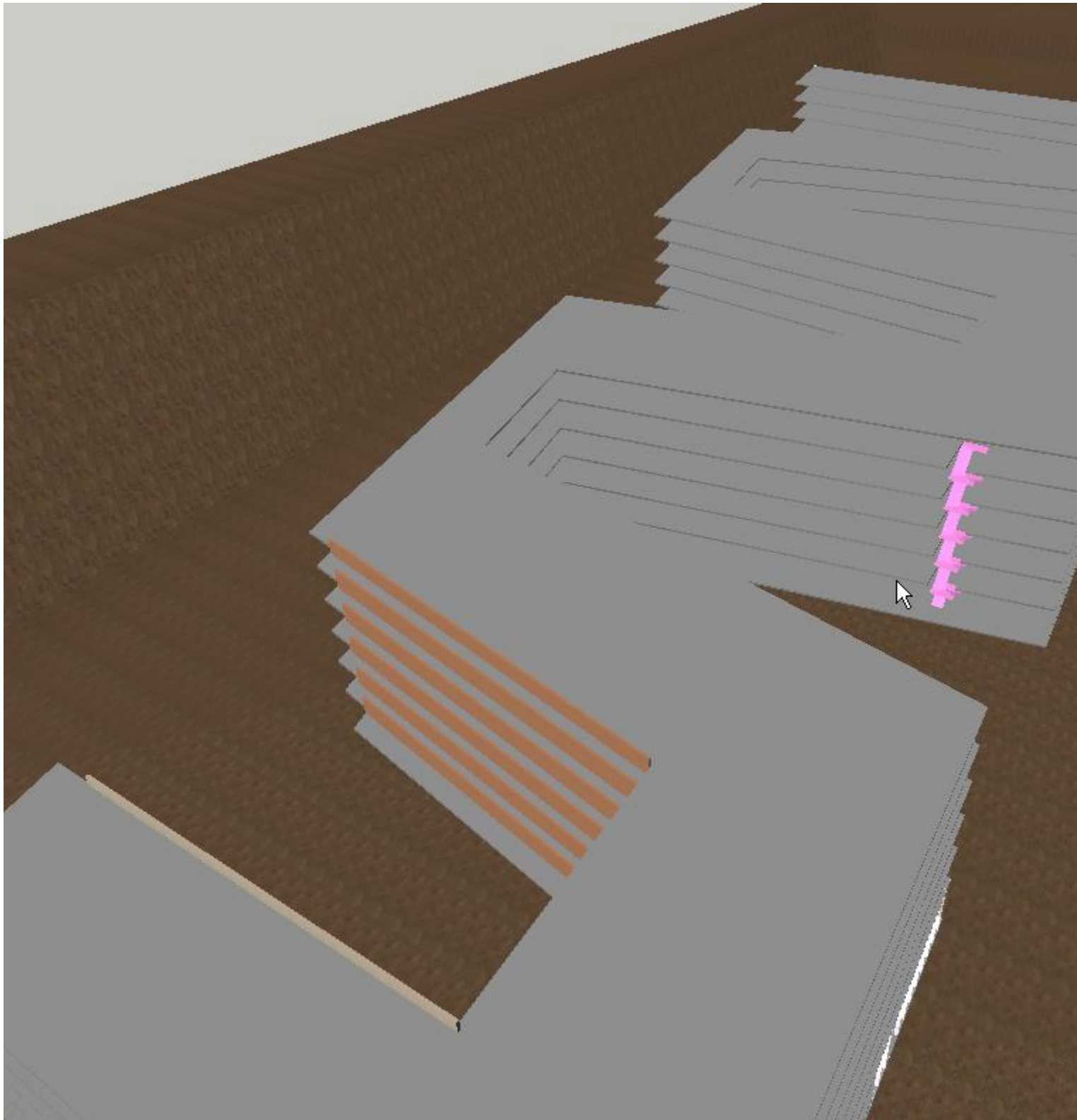
2) [ScreenShot002.jpg](#), downloaded 908 times



3) [ScreenShot003.jpg](#), downloaded 905 times



4) [ScreenShot004.jpg](#), downloaded 907 times



5) [ScreenShot005.jpg](#), downloaded 903 times

