
Subject: My Map

Posted by [C4Smoke](#) on Sat, 28 Jul 2012 23:34:39 GMT

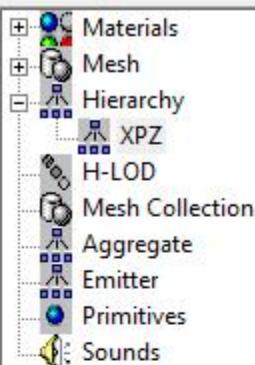
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Not all the way done, I am still going to add tunngle networks and underground Tib-Cave, I am going to probably add one turret and one Gaurd Tower just for some defenses, more trees and bushes to come, My first real legit map what do you guys think? and any suggestions / tips.

Edit: In first screen shot I know the mountains looked stretched and its fixed its mostly just showing the river, I fixed it and to lazy to take another ss.

File Attachments

1) [forrestpatrol3.jpg](#), downloaded 1218 times

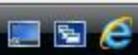


Object controls



Ready

Polys 9541 Particles 0



My Map Tutorial 2 -...



ForrestPatrol.gmax -...

xpz - W3D Viewer

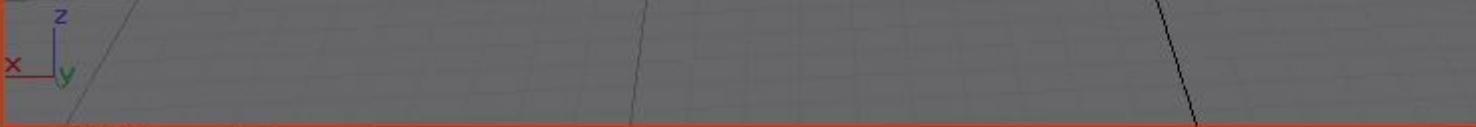
2) [forrestpatrol4.jpg](#), downloaded 1214 times

ForrestPatrol.gmax - RenX - W3D Modeler Edition

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help



Perspective



< 0 / 100 >

5 10 15 20 25 30 35 40 45 50 55 60 65

None Selected

Click and drag to select and move objects

Add Tim



maps

iTunes

ForrestPatrol.gmax -