
Subject: In the mood to map...

Posted by [Slash0x](#) on Fri, 14 Oct 2005 08:42:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

I don't know why? But I got some wild hair to map in Ren. Here's some screenies of what I have done with it. I hope you like.

I'm thinking about adding some plants and stuff to hide and eye candy and the building would be eventually a tower. and there're two empty areas I am not sure exactly what I'm going to put there. Perhaps some spawn "home" points.

File Attachments

1) [test00.gif](#), downloaded 558 times



2) [test01.gif](#), downloaded 543 times



3) [test02.gif](#), downloaded 538 times



4) [test03.gif](#), downloaded 536 times



5) [test04.gif](#), downloaded 529 times



Subject: Re: In the mood to map...
Posted by [Parad0x](#) on Fri, 14 Oct 2005 11:15:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

That looks alot different, and like it would be fun to play. Nice job.

Subject: Re: In the mood to map...

Posted by [idebo](#) on Fri, 14 Oct 2005 11:55:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Makes me wanna play Renegade again. Though, those big trees could use some work.

Subject: Re: In the mood to map...

Posted by [Oblivion165](#) on Fri, 14 Oct 2005 12:31:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nice, but land that smooth has to be high poly.

Subject: Re: In the mood to map...

Posted by [Oblivion165](#) on Fri, 14 Oct 2005 13:11:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Guess since there is a topic about it ill post a screen of my newest map:

File Attachments

1) [halloween booooo.jpg](#), downloaded 536 times



Subject: Re: In the mood to map...
Posted by [Slash0x](#) on Fri, 14 Oct 2005 15:57:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oblivion165 wrote on Fri, 14 October 2005 08:31Nice, but land that smooth has to be high poly. Actually, it stayed pegged at FPS @ 60 most of the time. I used Heightfield to create the terrain.
idebo wrote on Fri, 14 October 2005 07:55Makes me wanna play Renegade again. Though, those big trees could use some work.
Haha, I made those awhile back. A few branches I've been meaning to fix, etc.

Subject: Re: In the mood to map...
Posted by [icedog90](#) on Sat, 15 Oct 2005 00:14:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oblivion165 wrote on Fri, 14 October 2005 08:31Nice, but land that smooth has to be high poly.

Not really. My level Yavin Base is 60,000 polygons and I was getting 70 constantly. That's not just terrain, that's all the trees too which slows it down even more.

Subject: Re: In the mood to map...
Posted by [EA-DamageEverything](#) on Sat, 15 Oct 2005 00:17:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Would you include some (unteamed) Stealth generators too? I attached them here.

BTW, the Link in my signature shows the map Hybrid_Forest AFAIR, where the StealthGen is shown.

File Attachments

1) [Stealth Generators.zip](#), downloaded 129 times

Subject: Re: In the mood to map...
Posted by [Oblivion165](#) on Sat, 15 Oct 2005 00:50:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

icedog90 wrote on Fri, 14 October 2005 20:14Oblivion165 wrote on Fri, 14 October 2005 08:31Nice, but land that smooth has to be high poly.

Not really. My level Yavin Base is 60,000 polygons and I was getting 70 constantly. That's not just terrain, that's all the trees too which slows it down even more.

Well thats true, i get good frame rate on that map.

Subject: Re: In the mood to map...
Posted by [icedog90](#) on Sat, 15 Oct 2005 01:29:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Did you make those trees? Just curious.

Subject: Re: In the mood to map...
Posted by [Slash0x](#) on Sat, 15 Oct 2005 01:53:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

icedog90 wrote on Fri, 14 October 2005 21:29Did you make those trees? Just curious.
Yes, I never really knew how to model a decent tree. Lol.

Edit: As for the palm trees, no. Those came from the Hourglass template.

Subject: Re: In the mood to map...
Posted by [icedog90](#) on Mon, 17 Oct 2005 05:57:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was reffering to Oblivion, but thanks for replying.

Subject: Re: In the mood to map...
Posted by [Oblivion165](#) on Tue, 18 Oct 2005 20:57:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Eh? Do you mean put the Renegade 2 Trees on your Yavin Map? If so, sure did.

Subject: Re: In the mood to map...
Posted by [Naamloos](#) on Tue, 18 Oct 2005 22:08:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Seems a lot of us are the the "tree themed mapping" mood. I'm working on a map that playing in high tree tops

Ofcourse I am never good at modeling so I skipped the actual "leaves" part of a tree for now...

www.n00bstories.com/image.fetch.php?id=1317517338

www.n00bstories.com/image.fetch.php?id=1346943489

www.n00bstories.com/image.fetch.php?id=1339503617

www.n00bstories.com/image.fetch.php?id=1315357985

I suck w00t

Subject: Re: In the mood to map...

Posted by [icedog90](#) on Tue, 18 Oct 2005 23:38:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oblivion165 wrote on Tue, 18 October 2005 15:57Eh? Do you mean put the Renegade 2 Trees on your Yavin Map? If so, sure did.

I meant in the image of your newest map.

Subject: Re: In the mood to map...

Posted by [Oblivion165](#) on Tue, 18 Oct 2005 23:41:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

icedog90 wrote on Tue, 18 October 2005 19:38Oblivion165 wrote on Tue, 18 October 2005 15:57Eh? Do you mean put the Renegade 2 Trees on your Yavin Map? If so, sure did.

I meant in the image of your newest map.

oh no, they are renegade tree's, dead oak.
