Subject: C&C: The Woods Today
Posted by Aircraftkiller on Fri, 07 Apr 2006 16:39:06 GMT
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Also known as The Woods Today, version 2: This version is being released for C&C: Renegade. It will be changed and used in the 1.0 release of A Path Beyond. I'll let you speculate about what's going on in the level, and what I'm trying to convey as I show it to you. The next update post will reveal more about it.

http://www.apathbeyond.com/forum/index.php?act=ST&f=5&am p;am p;t=8232

Subject: Re: C&C: The Woods Today
Posted by Mad Ivan on Fri, 07 Apr 2006 19:10:49 GMT
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very nice, love the looks of it so far

Subject: Re: C&C: The Woods Today
Posted by Feetseek on Fri, 07 Apr 2006 23:54:12 GMT
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Looks soo peaceful ..... that is until the tanks come and nukes fly from the sky.

Looking good!

Subject: Re: C&C: The Woods Today
Posted by KimoSabe7 on Sat, 08 Apr 2006 16:39:51 GMT
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looks really nice =] can't wait to see the finished results

Subject: Re: C&C: The Woods Today
Posted by Fabian on Sat, 08 Apr 2006 20:29:54 GMT
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the trees leave more to be desired, i think

Subject: Re: C&C: The Woods Today
Posted by Kamuix on Sat, 08 Apr 2006 20:44:34 GMT
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Arh man! That was well worth a glance, nice one guys. Very cool!!!

Subject: Re: C&C: The Woods Today
Posted by LONE GUNNER3 on Sat, 08 Apr 2006 21:27:18 GMT
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I bet its going to be your best map to date

Subject: Re: C&C: The Woods Today
Posted by Aircraftkiller on Sat, 08 Apr 2006 21:49:46 GMT
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You mean trees that use only 80 polygons per instance, with a 256x256 texture map, leave more to be desired - especially when they've got 400 instances in the level? You're totally right. I should have made them use the original unmodified 3072x2304 textures, with 3DS Max generated foliage for the branches and trunks at the highest level of detail. I'll get right on that, sir!

Subject: Re: C&C: The Woods Today
Posted by PaRaDoX on Sat, 08 Apr 2006 21:55:25 GMT
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the trees are fine - everybody bitch's about how they don't get 80fps when playing anything so the low poly trees look fine to me

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Subject: Re: C&C: The Woods Today
Posted by JeepRubi on Sat, 08 Apr 2006 22:16:24 GMT
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I do think the trees look like crap but theres not much you can do about it on the renny engine.

Subject: Re: C&C: The Woods Today
Posted by Canadacdn on Sat, 08 Apr 2006 22:26:35 GMT

That map looks like it will be awesome to play on. But I have just one suggestion, could you put in a buyable harvester so you can harvest for your team like in APB and in some ren maps?

Subject: Re: C&C: The Woods Today
Posted by Renx on Sun, 09 Apr 2006 00:44:03 GMT

These trees look far better than the old ones...

Subject: Re: C&C: The Woods Today
Posted by Renx on Sat, 15 Apr 2006 02:40:29 GMT

Updates!

Subject: Re: C&C: The Woods Today
Posted by PlastoJoe on Sat, 15 Apr 2006 02:51:18 GMT

A big trench right down the middle? Great idea.

The RenAlert version of The Woods Today didn't have that, did it?

Subject: Re: C&C: The Woods Today
Posted by Fabian on Sat, 15 Apr 2006 16:15:20 GMT

Aircraftkiller wrote on Sat, 08 April 2006 17:49You mean trees that use only 80 polygons per instance, with a 256x256 texture map, leave more to be desired - especially when they've got 400 instances in the level? You're totally right. I should have made them use the original unmodified 3072x2304 textures, with 3DS Max generated foliage for the branches and trunks at the highest level of detail. I'll get right on that, sir!

Use less trees? Maybe making a map where you could see so many at any given time wasn't the greatest idea--it seems to be something that could have been done better in heightfield anyway.

I don't know what to tell you, but they look really bad to me. I don't remember trees in official maps or SP levels looking so artificial. I find it hard to believe that those are the best looking trees that the engine can handle, given how many there are in that level. I'm not trying to bust your balls, I'm legitimately trying to offer some constructive criticism... no need to be sarcastic about it.

Subject: Re: C&C: The Woods Today
Posted by Aircraftkiller on Sat, 15 Apr 2006 17:39:00 GMT
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So you think pine trees with huge triangular shaped needles are more realistic than trees modeled after, well, trees? That they're more realistic than trees using actual photographs for textures?

The whole purpose of The Woods Today is to put you in the middle of C&C95's level design, European forests that have Tiberium growing everywhere. So far you're the only person I see complaining about the tree quality, most people realize that the engine is pushed to its limits with the foliage I added. I'm sorry it can't be HL2 quality, with their stick figure looking trees, or BF2 quality with bright neon colored leaves...

Subject: Re: C&C: The Woods Today
Posted by Fabian on Sat, 15 Apr 2006 20:12:00 GMT
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Just because they were made with photographs of actual foliage, doesn't necessarily mean that they look realistic. Is it possible to do different level of detail for trees? That way trees very far away could just be a single face, etc.

Subject: Re: C&C: The Woods Today
Posted by Spice on Sat, 15 Apr 2006 20:40:57 GMT
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SEAL wrote on Sat, 15 April 2006 16:12Just because they were made with photographs of actual foliage, doesn't necessarily mean that they look realistic. Is it possible to do different level of detail for trees? That way trees very far away could just be a single face, etc.

Yes it is, and that is actually a good idea.

Subject: Re: C&C: The Woods Today
Posted by JeepRubi on Sat, 15 Apr 2006 21:31:46 GMT
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Yea, from far away it could be a single photograph always pointing towards you and as you get closer, make it mor and more detailed.

BTW: The trees do look like crap as they are.

Subject: Re: C&C: The Woods Today
Posted by Viking on Sat, 15 Apr 2006 22:25:36 GMT
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I think it looks great and the trees cant realy get any better than that in renegade. The trench is cool but wont vhicles get stuck it it?
Also I see that you added the not-so-often used GDI guard towers. I like those towers they look cool. Mabe add a tower than you can climb up onto?

PS:Will you let me use youre ren alert nuke in normal ren? You of all people should know how crappy the normal ren nuke is right!?

Subject: Re: C&C: The Woods Today
Posted by Aircraftkiller on Sun, 16 Apr 2006 15:32:30 GMT
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It's not possible. The amount of polygons on-screen at once dictates what LOD Renegade will use, as well as the distance from the model. The more polygons you use, the more Renegade will force LODs down until it's as undetailed as the LOD sequence allows it to be. In something like A Path Beyond, with 20,000+ polygons visible at any one time, Renegade always forces LOD restrictions. No matter what hardware you use, it will make your machine display poorly detailed models. This is obviously a problem, which is why we ditched LOD. It's not worth the very small performance gain it may create.

Another problem is that having each tree be a tile, or object, with a LOD set would recreate that problem listed above. Additionally, the engine would never handle 400+ trees, all as different objects instead of one terrain file. It would have to calculate a lot of unnecessary things in order to have the trees be a tile object proxied in, or placed, on the level. The way I have it set up optimizes framerates and allows the best quality possible without sacrificing your framerate, assuming - of course - that you're using a decent computer to play the level. Even a good computer today wouldn't be able to handle 400+ object trees. The engine isn't built to do something like that. I can't think of many that are, actually.

I personally think anyone saying those trees are "crap" have a very odd definition of the word. The trees offer cover with the leaves and give the effect of a forested area (Much more than any other tree this engine has seen, as they always leave holes that destroy the forest canopy appearance), and they have a pretty high level of detail for the amount of trees that are visible at any one time. So if you don't like them, that sounds like a personal issue to me. I suggest you stop complaining, because I'm not going to change them.

Subject: Re: C&C: The Woods Today
Posted by Aprime on Sun, 16 Apr 2006 18:22:10 GMT
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Of course you're not changing them, you bought them!

Thing is, trees in this kind of vegetation mostly leave "holes" as you call them.
They aren't "crap", but they sure could be better (texture appears to be stretched, I don't know if that's due to your display settings). I personally just don't like the way they're done, they just don't fit in, like those 2D barriers ("tree line") you used in previous maps.

Maybe they'll look better with adaptive anti-aliasing enabled...

Subject: Re: C&C: The Woods Today
Posted by Viking on Sun, 16 Apr 2006 23:42:13 GMT
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Aircraftkiller wrote on Sun, 16 April 2006 10:32It's not possible. The amount of polygons on-screen at once dictates what LOD Renegade will use, as well as the distance from the model. The more polygons you use, the more Renegade will force LODs down until it's as undetailed as the LOD sequence allows it to be. In something like A Path Beyond, with 20,000+ polygons visible at any one time, Renegade always forces LOD restrictions. No matter what hardware you use, it will make your machine display poorly detailed models. This is obviously a problem, which is why we ditched LOD. It's not worth the very small performance gain it may create.

So youre saying my computer cant handle it! Youre saying it sucks!

You can insult a mans penis, but when you insult his computer, that, that is just going to far.

Subject: Re: C&C: The Woods Today
Posted by terminator 101 on Mon, 17 Apr 2006 03:04:46 GMT
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Question: Will those trees be destructible? It would be more fun if you could interact with them, instead of just looking at them, or hiding behind them.

Subject: Re: C&C: The Woods Today
Posted by Aircraftkiller on Mon, 17 Apr 2006 03:48:39 GMT
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To be destroyable, the trees would have to be a static animated tile. 400 of them would not allow trees to be destroyable, they'd just destroy your framerate. We're talking 15 FPS or less in a single player game, not even touching multiplayer.

Subject: Re: C&C: The Woods Today
Posted by Chronojam on Mon, 17 Apr 2006 04:38:37 GMT
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Just so you know... even on my piece of shit video card, and with the tons of trees present, my frame rate still stayed at 52 fps. That is to say, the level now runs even better than it used to.

Perhaps in future scenarios (where it would open up strategic possibilities, such as paths in a denser forest) we can include destroyable trees.. but for this level it's just not practical.