
Subject: C&C_Gigantomachy
Posted by [Anonymous](#) on Sat, 01 Feb 2003 14:24:00 GMT
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Got bored. Started a map last night.Early screenshots: 12 3 4

Subject: C&C_Gigantomachy
Posted by [Anonymous](#) on Sat, 01 Feb 2003 14:32:00 GMT
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First map i guess?

Subject: C&C_Gigantomachy
Posted by [Anonymous](#) on Sat, 01 Feb 2003 14:33:00 GMT
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First Renegade map, yes.

Subject: C&C_Gigantomachy
Posted by [Anonymous](#) on Sat, 01 Feb 2003 14:36:00 GMT
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It's not THAT bad for a first map... i just dislike the textures you use... the colors

Subject: C&C_Gigantomachy
Posted by [Anonymous](#) on Sat, 01 Feb 2003 14:36:00 GMT
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Thats very good. I like the tib feilds inside the buildings. Like a greenhouse.

Subject: C&C_Gigantomachy
Posted by [Anonymous](#) on Sat, 01 Feb 2003 14:38:00 GMT
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quote:Originally posted by iscripter:It's not THAT bad for a first map... i just dislike the textures you use... the colorsJust a first pass. I'm going to go back through and tweak everything. That's just a very basic UV mapping (planar across each rock face), and not the final product

Subject: C&C_Gigantomachy
Posted by [Anonymous](#) on Sat, 01 Feb 2003 14:48:00 GMT
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It looks promising, if you need anything just call me.

Subject: C&C_Gigantomachy
Posted by [Anonymous](#) on Sat, 01 Feb 2003 16:03:00 GMT
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If you need testers you know where to find me

Subject: C&C_Gigantomachy
Posted by [Anonymous](#) on Sat, 01 Feb 2003 18:41:00 GMT
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Pretty cool, that building looks like terraformer greenhouse they would use to terraform a planet or something....Maybe you can make where everyone is a mutant and you fight on the tiberium in that building, like a DM map there would be an advantage if oyu fight in the building instead of outside since you would heal, and put there usuall weapon spawns. Since tiberium weps would be of no use maybe include them anyways for more strategy, it would be like the repair gun for mutants. One team mate could do the shooting and the other can heal him with a tibo wep and if they were fighting in the building the tiberium from the floor = the gun would make the person heal faster increasing team work. That reminds me of UTK3 the link gun trick in team death match Maybe make the tiberium trees purchase terminals, and you can buy custom weapons or special types of mutants that each have a unique ability [February 01, 2003, 18:42: Message edited by: forsaken]

Subject: C&C_Gigantomachy
Posted by [Anonymous](#) on Sat, 01 Feb 2003 18:57:00 GMT
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Not bad for a first try.And if you need anything Im good at sitting around doing nothing.Ill have references soon.Fo Ill be adding you of course.Deaf?Been meaning to add you on aim for a while now but i guess this proves how lazy I am so youll work too.Hmmm others.....

Subject: C&C_Gigantomachy
Posted by [Anonymous](#) on Sat, 01 Feb 2003 22:45:00 GMT
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Thanks for the comments I'll do a second pass on the terrain today and then it should be ok for a preliminary release. I'll post here when it's ready.

Subject: C&C_Gigantomachy
Posted by [Anonymous](#) on Sun, 02 Feb 2003 04:47:00 GMT
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Will you add the hand of Nod and construction yard you made?

Subject: C&C_Gigantomachy
Posted by [Anonymous](#) on Sun, 02 Feb 2003 05:02:00 GMT
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Not at this time, no. I'm getting to grips with Leveledit before I go modifying it too heavily. If I get a handle on it quickly enough (I haven't got much spare time to do this - lots of work coming up) then I'll put them in, along with the remodelled Obelisk I've been working on.

Subject: C&C_Gigantomachy
Posted by [Anonymous](#) on Sun, 02 Feb 2003 12:48:00 GMT
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If you need any models like, street/wall/ceiling lamps or hedgehogs, sandbag walls or telephone poles, I have a bunch of that sitting around collecting dust. I probably should have released it so peeps can use em, there quite good.

Subject: C&C_Gigantomachy
Posted by [Anonymous](#) on Sun, 02 Feb 2003 12:53:00 GMT
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Some of those would be good actually. Release them
