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Subject: [Renegade Map] C&C\_Tib\_Field.mix  
Posted by [roszek](#) on Sun, 23 Dec 2012 18:19:05 GMT  
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C&C\_Tib\_field:

This is a flying map with inf and veh entrances as well as custom small defenses.

The field is well populated with assets such as buildings and trees and other things.

The Nod base has a gdi weapons factory complete with nod textures and logo. The Nod weapons factory has it's own sounds that I created by modifying existing renegade sounds, also, the interior of the WF was lightmapped by Mauler.

You can view a demo of Maulers lightmapped interior here...

You can download the map here...

Some screenshots:

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The files below were removed with permission from Taz's C&C\_Grand\_Canyon.mix, credit for these textures go to him.

Note: I modified the first four textures and renamed them by adding junk at the end of the name.

Also Note: That the buildings(the ones that you can not enter) on the field were downloaded as free assets from the internet.

mjf\_grass.tga  
mjf\_tiberium.tga  
mjf\_dirt.tga  
tiberium.tga  
dsp\_lightpost2.tga

## File Attachments

1) [Screenshot.193.jpg](#), downloaded 1529 times



2) [Screenshot.192.jpg](#), downloaded 1526 times



3) [Screenshot.194.jpg](#), downloaded 1531 times



4) [Screenshot.195.jpg](#), downloaded 1498 times



5) [Screenshot.196.jpg](#), downloaded 1519 times



6) [Screenshot.197.jpg](#), downloaded 1532 times



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Subject: Re: [Renegade Map] C&C\_Tib\_Field.mix  
Posted by [ArtyWh0re](#) on Sun, 23 Dec 2012 23:23:08 GMT  
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That looks well good, I love the lighting in it. Look forward to playing it!

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Subject: Re: [Renegade Map] C&C\_Tib\_Field.mix  
Posted by [NACHO-ARG](#) on Mon, 24 Dec 2012 00:15:06 GMT  
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looks very nice.

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Subject: Re: [Renegade Map] C&C\_Tib\_Field.mix  
Posted by [zunnie](#) on Mon, 24 Dec 2012 09:24:31 GMT  
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Very splendid, i love it man, great work.  
It is on our server in rotation now  
I also made a information page which needs a little updating though txt-wise:  
[http://www.ultraaow.com/map\\_tib\\_field.php](http://www.ultraaow.com/map_tib_field.php)

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Subject: Re: [Renegade Map] C&C\_Tib\_Field.mix  
Posted by [Jerad2142](#) on Mon, 20 May 2013 22:31:19 GMT  
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Looks pretty sweet, only thing that bothers me is that splotchy green texture (the one that is getting tiled on those hills in the background on the bottom picture).

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Subject: Re: [Renegade Map] C&C\_Tib\_Field.mix  
Posted by [Fabian](#) on Fri, 31 May 2013 15:35:31 GMT  
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As the person who made that tiberium texture, credit does not necessarily all go to Taz

(I am the MJF in mjf\_grass, mjf\_tiberium, and mjf\_dirt)

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Subject: Re: [Renegade Map] C&C\_Tib\_Field.mix  
Posted by [roszek](#) on Mon, 05 May 2014 19:19:45 GMT  
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Fabian wrote on Fri, 31 May 2013 08:35As the person who made that tiberium texture, credit does not necessarily all go to Taz

(I am the MJF in mjf\_grass, mjf\_tiberium, and mjf\_dirt)

Ah sorry bout that

Those textures btw are pretty great

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