Hilltop Club Circuit

Geschrieben von derDumeklemmer - 21.02.2015 20:35

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Hilltop V3.0
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Hilltop is a fictional track originally designed back in 2006 for GPL by Strava.
Although it's fictional only it became a legend in SIM-Racing all over the years and all over the SIMs
(from GPL, over rF, GTL, GTR2, Race07 up to current SIMs as Assetto Corsa)!

MY BIGGEST RESPECT FOR STAVA's KIND WORK.

Strava offered a GTL conversion as well, pls find his V1.0 readme included with this archive.
Due to GPL's limited features (textures and so on) he agreed that I clean up the floor a bit for GTL
in 2007, so V2.0 was born (pls. find V2.0 readme as included). Thaanks to Strava for the kind offer!

In 2012 Markus MÃ¶ller put new blood into this beautiful mesh with his rF build/conversion
by adding today's features like transition objects, baked shadows, edgs shadows, his-res textures and deco object.
This was a real boost for Hilltop and a fantastic work.

MY BIGGEST RESPECT FOR THE KIND WORK OF MARKUS.

He basically agreed that I use his mesh for a conversion,
but somehow he never released his amazing work to the public.

Since this time his efforts were sleeping on my hard disk and I really could not resist to publish it now.

I my eyes it would be a shame let this improvements rust on some private developer PCs.
Unfortunately I was unable to contact him since 2013, so I hope Markus will be happy with this version as well.

Weâ€™re offering the result of all our working hours to all of you free of charge but
we ask for one single fee from your side:

Pls. give a little respect to all these working hours all of us spend for free for your entertainment!
This project is a â€œtake it as it is, or leave itâ€•-release, pls. see EULA for more detailed information.

CREDITS:
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  - Strava for scratch build

  - Markus for his amazing improvements on this mesh

  - CY-33 for his USA-Map

  - patrickramirez for TV-Cams

  - my lovely wife for all her patience and understanding.

..and all the guys I'm in contact due to conversion issues.

FEATURES:
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  - working Start-/Pitlights

  - full featured GTL AIW for 36 cars

  - animated marshals & spectators

  - multitexture grass mapping (incl. ambient occlusion for faked shadows)

KNOWN ISSUES:
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HISTORY:
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V3.0 - 2015-02-21:
- complete rework, to much changes to be mentioned here

2007-11-11, V2.0:
- Updated GTL version by derDumeklemmer

2006/06, V1.0
- GTL conversion by Strava

2006/02 GPL V1.0
- GPL scratch build by Strava

Have fun,
  derDumeklemmer

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Re:Hilltop Club Circuit
Geschrieben von Geedee - 22.02.2015 00:48
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Excellent work Uwe...one of my favourite tracks to drive and now it just looks and feels amazing!!!

 Gee :dance: :geedee:

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Aw: Re:Hilltop Club Circuit
Geschrieben von derDumeklemmer - 22.02.2015 01:00
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Hi Gordon,

Geedee schrieb:
Excellent work Uwe...one of my favourite tracks to drive and now it just looks and feels amazing!!!

 Gee :dance: :geedee:

yeah, Markus did an amazing job on this fantastic mesh!

cheers,
  Uwe

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Aw: Hilltop Club Circuit
Geschrieben von CasparGTL - 22.02.2015 10:28
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Oooh, Hilltop, excellent track!
I always try to get it into a league, just great drive in many cars!

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