
Subject: "Stealth is key"

Posted by [m1a1_abrams](#) on Fri, 03 Dec 2004 17:15:18 GMT

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I think this is the second or third version of the Stealth Tank that Renardin has skinned? He's also made more than one version of most of the vehicles, starting pretty much from scratch each time from what I can tell.

Not everyone is going to like his stuff, but I think it's really unfair to suggest that he isn't trying to improve. I think what he is trying to say (please correct me Renardin if I'm wrong), is that he isn't capable of producing professional-quality work at this point in time, so there's no point in expecting that level of work from him. That's not to say that you shouldn't offer ideas on how he could improve things, but rather to be realistic about how much he can achieve right now.

From my point of view this community has really high standards with regards to what "good" work is. That could be either a good or a bad thing depending on how you look at it, but since most of the fans are incapable of producing work to the same standard as the latest professional games, it's just silly to critique their work from that perspective. Renardin in particular isn't trying to sell his work to a professional games company... he's just trying to finish a project for himself and the other people working on it. Sure, if you want to look at his stuff from the perspective of a professional company, it's not going to be good enough. However, although it may seem like finding fault in something would always help somebody to improve, it doesn't if your standards are so high as to be unattainable. You may as well just say "it's not realistic enough, it doesn't look enough like something from Doom 3, just scrap the whole thing and start again"... Reborn would never get finished if the standards were that high. You need a foundation to build on before you move onto something better. Saying that something sucks because it doesn't meet some really high standards (that simply aren't attainable at this point in time), doesn't help anything to improve.
