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Subject: Fix the damn gun

Posted by [glyde51](#) on Sat, 04 Dec 2004 16:09:37 GMT

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Quote:These images are from the successful prototype for Renegade2. I designed and built the level to prove a concept - that the W3D engine could handle a larger amount of polygons than was previously attempted - Renegade 1 was designed around an out dated minimum spec. I wanted to show that by using well designed low poly geometry and limited textures, you could still get a richly detailed environment. In the final demo, the polys were still reduced even further with no real loss of detail.

These models are the first in a series of tests - built and rendered in Lightwave. The finals were exported into Max with UVs and placed into the W3D engine. The level was finally based around a scavenger culture that eventually turns into the organization known to Command and Conquer fans as Nod.

Also - I personally believe that where possible, a real time game should include geometry that enhances the experience of moving through a believable environment - a virtual playground so to speak.

You can view an ingame animation in "Motion Graphics" and see screen shots in "GameArt".

Renegade 2 was made on the W3D engine. SHUT YOUR TRAP NOW.

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