
Subject: Re: The next Renegade?

Posted by [Oblivion165](#) on Tue, 17 Jan 2006 03:42:41 GMT

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icedog90 wrote on Mon, 16 January 2006 21:45]Oblivion165 wrote on Mon, 16 January 2006 14:44]4S[p wrote on Mon, 16 January 2006 17:38]Oblivion165 wrote on Mon, 16 January 2006 17:33]4S[p wrote on Mon, 16 January 2006 17:25]icedog90 wrote on Mon, 16 January 2006 16:27]Looks awesome. I've heard about this game before and seen screenshots. I think I read that it's using an updated version of the Doom 3 engine.

Pfff, that's all id uses right now.

I have a major problem with that. Every single game now is just slapped onto an existing engine. Turok 6 is going to be on the Unreal 3 Engine.....COME ON! First EA and now Buena Vista.

Like we cant tell its the exact same feel and look as the others. Just new models, rendered exactly the same, same lighting, same physics...

Do you even know what the cost of developing a new modern graphics engine is?

How do you think Valve spend \$40 million developing Half-Life 2?

Thats why HL2 did so well, It wasnt chucked out swine mud. They ruin series after series because they just dont even try. There are other engines that could closer match the Turok enviroment, but they choose one that will add horrid crap to the title.

Turok with vehicles....Pfft.

Turok is supposed to be primal, dark, almost Gothic. Look at the first engine, i would be happier with a game on it than what they will do with it on the Unreal Engine.

Just because Turok is going to use the Unreal 3 engine doesn't mean it's using vehicles...

When a company buys an engine, they get the source code so that they can modify it forward their own game. There being vehicles in Unreal 3 doesn't mean that Turok has to use vehicles. I'm not sure why you said that or what made you think that.

You know they will do it, of course they will.
