
Subject: CnC Reborn : Blog!

Posted by [Renardin6](#) on Mon, 26 Feb 2007 12:41:59 GMT

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Here is the last blog for you Renegade fans:

<http://www.apathbeyond.com/forum/index.php?showtopic=11793>

Quote:To all of you Fob-haters, I was really close to not doing the blog this week.

It's as if it was a curse put onto my internet,

because its messed up almost as much as Renardin's accent.

Anyway welcome to another CnC Reborn blog - Brought to you by PR-Man [NE]Fobby[GEN] :V

And man, do I have plenty stuff to show you.

I feel like a kid at a candy store - or in this case, a soldier at a purchase terminal.

The first piece of news is about this guy in our mod named Renardin.

As of late, his computer exploded (or something) and

he's gonna need a new one. Expect him back in action

by around next week. I guess I should've put

the C4 in his money stash, I didn't think he'd by some new parts.

But the good news Renardin's bringing today is the Juggernaut.

What about it? It's done. Just like all of Renardin's stuff,

it's very nicely done and looks ready for battle.

And man, arn't I gonna have a lot of fun with this thing. Check it out.

By the time Renardin gets back, he'll be

doing work on the infamous GDI Orca Fighter. We can't wait

to see how that'll turn out. Here's its colourful unwrap, which I

know Exdeath loves rainbow coloured things. Especially

when they're on flags. I'll see you tonight Exdeath :ninja:

Halo38's been continuing his work on his map,

TS_Waterfront. For those of you newcomers, Waterfront's a map

Halo38 and JeepRubi have been working on. It's a battle

between GDI and Nod right in the middle of a big, war-torn city.

Lots of nice sky scrapers, buildings, etc. will be around the map,

and of course, dipped in the TS environment.

So, Halo38 made some progress. Below's a picture of

a museum he modelled. It's still a Work in Progress, but it turning out extraordinary.

Our good friend Sloth, who's Reborn's building man, has been texturing his recently recreated Advanced Powerplant. If you've been keeping up with all of the really cool blogs (ones made by me) you'll notice that Sloth's been making some great strides. So I've brought you guys 4 different angles of the Nod powerplant. As you see the textures are very sharp and will turn out super great ingame.

And finally, our Level Edit-guy Exdeath has recently been getting vehicles ingame. Lately he's worked on adding certain improvements on the Titan. As you see, it's been given a nice glowey texture for its lights when the map is dark. It's also been given its famous laser pointer thing, which is purely for eye candy. Below's a picture of the big strong Titan next to a fellow Wolverine.

And there's our development blog for the week. Be sure to add a comment, and check out this board next Sunday.

Later!
CnC Reborn Dev. Team]

Blog written by Fobby.
