I ripped the Halo from the Halo main menu and made a wallpaper out of it after retouching it with some decent lighting.

640x480
http://www.hlrse.net/Qwerty/halo_wallpaper_640x480.jpg

800x600
http://www.hlrse.net/Qwerty/halo_wallpaper_800x600.jpg

1024x768
http://www.hlrse.net/Qwerty/halo_wallpaper_1024x768.jpg

1280x960
http://www.hlrse.net/Qwerty/halo_wallpaper_1280x960.jpg

1280x1024
http://www.hlrse.net/Qwerty/halo_wallpaper_1280x1024.jpg

1600x1200
http://www.hlrse.net/Qwerty/halo_wallpaper_1600x1200.jpg

High quality renders are always leet. Another thing that this could be used for is exactly just that: high to uber quality renders and "artwork."

The creator of this deserves a few donations (I'll probably send him a few bucks in the next 2 months). Can't wait for it to support other DirectX versions (currently it only supports DirectX 9 series). Would be cool if he could somehow manage to make this work with DirectDraw and OpenGL games. :] Haha, the more screenshots of some of your rips that I see (even though I could do them myself), the more I'm encouraged to install some C&C and other games onto my PC (Oblivion even) for the sake of looking at some stuff more closely in curiousity.