Posted by Titan1x77 on Sat, 28 Jul 2007 13:13:35 GMT
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Just opened up a new forum for help with all aspects of game design, this isn't limited to any engine or mod, strictly help for modders/developers on any level.

http://ren2007.renbase.com/forums/viewforum.php?f=20

I know you'll find most of your answers for renegade modding here, but you may get an answer there aswell, and if you want to show off and write/blog about your projects/work, you can do so there. Tutorials will be posted and discussed in those forums as well.

Posted this here as most modders visit these forums instead of general.

Taken from the "About forum topic"

Quote:1. A place to discuss how mods/games are developed, this can be about anything from coding to optimizing a map/model...anything that has to do with developing a game.

2. Share your knowledge with others!

3. If you need help with anything related to game design ask here, we most likely will know the answer, even if its on the source engine, we have many artists that have worked in other engines (not all of them).

4. Post/link tutorials for other members or help our fans get a better understanding on how things are done.

5. I plan on blogging about my level design process and maybe some of our team members will explain just how they go through modeling or texturing their projects , even outside members can blog or just type a little bit about (meaning you don't need to go into great detail about your project.... Although detail is appreciated) a project they are developing for some other game, to make the point clear, it doesn't have to be about our mod or Renegade or UT. Show off your skills

6. Show off someone else's fantastic models, textures, etc..., we can discuss the new/proven techniques used to achieve a high level of detail for tomorrows games!

Rules are simple, don't flame anyone for their desire to mod, even if they are just starting out, and no spamming multiple topics about the same model, update your initial thread with new images or information!