
Subject: Renegade X is Recruiting!

Posted by [NE]Fobby[GEN] on Mon, 12 May 2008 23:37:13 GMT

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Renegade X is a total conversion modification for Unreal Tournament 3. Our ultimate goal is to once again shine some light on a forgotten game, which held within itself a hidden gem that went unnoticed.

The team is comprised of many professional members, each with prerequisite experiences in other mods and even stand-alone games.

We are an extremely passionate team focused on a single goal, to reincarnate Command & Conquer Renegade. With a green light from EA-LA, we have been in development since march of 2006, and aquired a head start in production in this war-themed mod.

Here is our latest ingame trailer

http://youtube.com/watch?v=I_IMRwubka4

If you are looking to join a talented and dedicated group of people, and increase your portfolio, then take a look at some of the positions we have open.

We are accepting applications from the following:

Animator - One who can animate weapon reloads, new superweapons, and explosions.

Character Artists - We are looking for talented character artists who can create high-poly & low-poly characters, as well as normal maps and unwraps. Texturing would be a plus, but not necessary to fill this position.

Vehicle Artists - We are looking for artists who are able to model, unwrap, and normal map vehicles. Texturing would be a plus, but not necessary to fill this position.

Mappers - We need some skilled mappers, comfortable with UT3's editor.

Weapon Artist - One who can model, unwrap, and texture new weapons for the mod.

Music Artist - We are looking for a new music artist, who can create remixes of the original C&C songs. Not much work required in this position

Register on our forums and post in the general section if you are interested in applying for a position.

Check out our ModDB page for further details, lots of eye candy, videos, and downloadable content.

