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Subject: Plastic Revolution

Posted by [N1warhead](#) on Sun, 06 Jul 2008 22:56:59 GMT

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If you think you have what it takes to be a member of the Plastic Revolution team then we want to see what you have!

- A)Character Modeler/Rigger.
- B)Level Design/Level Editor.
- C)Vehicle Design/Rigger.
- D)Weapon Design/Rigger
- E)Scripting/Coder.
- F)Graphics Artist/Skinner.
- G)Sound Effect Technician.
- H)Music Technician.
- I)Cinematic Coordinator (Makes the plans and puts them to effect.)
- J)Cinematic Technician (Creates the Cinematic based on the Coordinators plans.)
- K)Special Effects Technician (Creates all the special Effects.)
- L)System Specialist (Creates the game with its own EXE, and file path to make the game separate from Renegade.) (NEEDED!!!!)
- M)Voice Scriptor (Scripts all voices for the game.)
- N)Voice Technician (Edits the voices to sound right for the game)
- O)Voice Actor (Record voice to what the Voice Scriptor puts)
- P)String Editor.
- Q)Building Construction/rigger.

That is the positions we have set forth for this moment in time.

If you would like to be part of this great MOD, please send an e-mail to me, or add me on a messenger(TOP RIGHT OF THIS MESSAGE should be Icons for what messenger to talk to me on.)

Thanks for your interest in this mod,  
N1warhead.

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