
Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 24 Jul 2009 22:00:05 GMT
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R315r4z0r wrote on Fri, 24 July 2009 17:29It's not an "invisible commander," Fobby, you ARE the commander. The people in the cutscenes are speaking to you, as the commander, directly.

You can't have multiple camera angles if you are viewing the scene through the eyes of someone else. It be like seeing a different 'camera angle' of yourself when you're talking to someone else.

I know. I understand the way it works, I just don't think that's the best way to go for cinematic.

All I am saying is that a first-person commander is very cheesey and unprofessional - which is why I loved the cutscenes in Tiberian Sun. It made the series a lot more believable and the cinematics movie-like. The C&C3 cutscenes aren't bad, but sometimes you want to see how bad ass your character really is. Also, actors are not trained to look into the camera, which is why Kucan was literally the best actor in C&C3.

Personally, my favourite C&C game characters were McNeil, Slavic, and Havoc - all of which was "you" but seen in 3rd person when in cinematics. Me in a wifebeater looking at the actors in my computer screen doesn't do it for me
