
Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Aircraftkiller](#) on Sat, 30 Aug 2003 03:47:54 GMT
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Look, the game's graphics were done in 1993 through 1995. They had no capacity for real detail on anything except the terrain, and even that was lacking.

If your argument held any water, WS would have made Renegade's vehicles all look like a box with a circular turret and the soldiers would all look like stick figures. The weapons would look like black sticks and the structures would be flat and boring.

You see what I'm saying now? You can't base a game off an outdated RTS' graphics engine. If you were to look at Generals - that's how TD could have looked had they waited until this time period to make it - there would be no excuse for making them look like toys.
