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Subject: Re: This place is dead

Posted by [Aircraftkiller](#) on Tue, 22 Feb 2011 15:33:12 GMT

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I'm just not impressed by Renegade-looking stuff anymore.. Even if it's in UDK. It doesn't feel like war. John was right (Not so sure on the "pedophile" part) in the sense that C&C95 had a much grittier atmosphere, and it felt like you were taking part in a large scale war instead of some B-level poor man's sci-fi. Renegade's mistake was deviating from the original game to the point where it was barely recognizable. You guys took crappy models and made them look quite a bit better, but they're still based on the same crappy looking game. The whole thing about polishing a turd still applies.

It's not really the work you're doing - for the goals you've set I think you've done a pretty good job. On that note, I had started building the C&C95 structures a few years ago and might get back into finishing all of them just to see what they'd look like in UDK. I imagine they'd translate very well, considering the original building designs were pretty innovative and had "atmosphere" to them.

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