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Subject: Re: This place is dead

Posted by [Aircraftkiller](#) on Wed, 23 Feb 2011 18:38:11 GMT

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I loved Dune II. I still play it occasionally. I wouldn't say most of their games were bad - I'd say that their non-RTS games were generally bad, or at least didn't gain any kind of popular following. And don't say Renegade. This isn't a popular following - it's a cult.

I'm not sure when I'd get time to start working on those buildings. I'm already doing another UDK project, a warehouse with freight train access. Modeling a freight engine is pretty interesting... But to the point, this is sort of the style I was going for when I first started doing the buildings:

<http://aircraftkiller.deviantart.com/art/EVA-Access-GDI-Power-Plant-49918627>

It's almost identical to the original design: <http://www.cncnz.com/games/cnc/gallery/bld2.php>

Granted, some of those buildings are pretty horrible looking. I personally believe that it's possible to update the look of them without making them look like a total departure from the design aesthetics.

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