
Subject: Renegade X - Beyond Black Dawn

Posted by [NE]Fobby[GEN] on Mon, 26 Sep 2011 23:39:50 GMT

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Hey guys! It's been a few months since our most recent media release, and we're working daily to bring a quality game to our loyal fanbase. The style of this update will be more "down and personal", but if you're too tl;dr about it, at least check out the video

2 Years Since First Release

The 2nd Year Anniversary of the first Renegade X beta release is coming up in a few days. Renegade X version 0.35 was released on September 30th, 2009. Since then, we've made five beta releases, earned several awards from Epic Game's MSUC and ModDB, and have begun our move to the Unreal Development Kit. The current Renegade X beta, version 0.55, was released for Unreal Tournament 3 last year around this time, gaining widespread attention and tens of thousands of downloads.

The World of Development

And since then, the public sphere has been calm - the team has crawled back into its hole, which is quite nostalgic of the early stages of the project - and started working on the standalone version of Renegade X. We have been making substantial progress on the project regularly, but instead of putting out updates every week, we'd rather give out the news in big chunks. Renegade X right now is constantly being refined, and we prefer showing what is finished rather than what is in progress.

We recently put out an ad saying we had some positions available for people wanting to join the project. Since then, we've received over 150 applicants, all coming from different artistic disciplines. So there have been some additions to the team, but there are still some positions open. Namely, if you're a programmer, animator, character artist, or environment artist, check out the following thread:

<http://forums.epicgames.com/threads/808326-Renegade-X-is-looking-for-talent!>

Soul Searching

We've recently been reviewing our project and how far we have gotten. We began development of Renegade X years ago, when most of us were still in highschool. The team and the project have come a long way, and as we've matured, so has our vision for Renegade X. During the UT3 beta phase, we were strictly a remake mod of Command & Conquer Renegade, and we were very conservative with changes that would effect gameplay. From that perspective, the UT3 betas succeeded, because we kept true to the original game, remaking its maps, the vast majority of its ratios, and slipping only a few new things in between.

With the UDK, we see a glowing opportunity to bring Renegade X to its climax. Over the summer, we've written a new Game Design Document and began executing our new vision for the project - we want Renegade X to be less of a remake, and more of a spiritual successor to Westwood's

classic in 2002. Renegade X will still be the Command & Conquer FPS everyone knows and loves, but brought to the modern day. Some innovations have been inspired by other contemporary FPS games, while others have always existed within the team and community, and it is only now that we are bringing these things to life. We want to emphasize the "X" in Renegade X.

Other changes are not necessarily gameplay oriented - our visual, audio, and animation work is constantly evolving.

Beyond Black Dawn

In the video log below, we show some never-before-seen snippets of Black Dawn gameplay, cinematics, and I discuss some of the new innovative changes this post has described earlier. It will also feature the first look at Renegade X's UDK multiplayer maps. The video has TONNES of new content that you don't want to miss.

YouTube: <http://www.youtube.com/watch?v=jNpPQN758uc>

ModDB: <http://www.moddb.com/mods/renegade-x/videos>

Direct Link: http://www.renegade-x.com/Rx_BeyondBlackDawn.mp4

We hope you've enjoyed this update. Please follow us on Facebook, Twitter, ModDB and at Renegade-X.com

<http://www.renegade-x.com>

<https://www.facebook.com/pages/Command-Conquer-Renegade-X/51097837430>

<http://twitter.com/#!/RenXGame>

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