Subject: Interview with Eric Gooch
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Small snippet:

Quote:TGL: From what we understand, EA applied pressure to Westwood during development of Command & Conquer: Renegade. What was the development for the debut of a C&C FPS like? And was there high hopes for it?

EG: I think there are always high hopes for a title that you're working on, (unless you're working on a title you really hate) and the people working on Renegade wanted to do everything they could, to make it the best game possible. Having said that, I think we were behind the technology curve by the time it came out. Missing the ship dates didn't help. I didn't work on Renegade, but I did like the gameplay in multiplayer. I wasn't much into the Doom/Quake games, so Renegade was one of the first titles where I played multiplayer. (I'm usually a single player person.) I remember usually buying a vehicle and finding a good spot and bombarding the hell out of the enemy installations. Good times. The thing that chaps my hide is that I *was* involved in the production of Renegade II, and I wish you could have seen how it was shaping up. There was a playtest area across from my office, and I would watch them play as development continued. I remember watching these battles where players in Kirov airships were dropping bombs on Apocalypse tanks on newly created environment art. It looked very cool. When EA pulled the plug on Renegade II, I think that was the first nail in the coffin. I believe that was the first time a project had been cancelled at Westwood, and it was pretty devastating to the team that had put so much work into it.

TGL: Do you have a message for all your fans?

EG: I just wanted to say thanks for being there!! I've been really impressed by all the modders, the die-hard C&C fans, so many people out there that loved those games, and I find it amazing after all these years that I still get emails from people that just want to say Hi" and "Thanks". Whether it's the games I've worked on or my own artwork, it never gets old to get an email from a fan that appreciates work I've done. It inspires me to want to improve my own work and push myself even more in the future.