

---

Subject: Re: Renegade-X Black Dawn

Posted by [R315r4z0r](#) on Tue, 31 Jan 2012 07:06:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

liquidv2 wrote on Tue, 31 January 2012 02:06i don't understand why they'd attempt to make a single player campaign

it might generate some interest but if it's not something you're familiar with it could potentially be awful

stick to what you're good at; i hope they recover from this and make something incredible Because they had to make assets for the game. With the UT3 release, they used a lot of game assets from UT3. Meaning things like cliffs, trees, rocks, as well as crates, barrels and other such props.

Obviously for a standalone game, they can't be stealing work from UT3. They needed to remake everything they borrowed from UT3. If they just did that, they would simply be building a library of assets. So, they thought it would be beneficial for them as well as fans to create the single player Black Dawn. That way they could create the things they needed to create and at the same time give the fans something to do while they wait for the multiplayer version.

I'd also imagine the pressure the team went through to get BD out was also good for them and their drive to get work done.

---