
Subject: Re: Apocalypse Rising released?
Posted by [OWA](#) on Mon, 02 Jul 2012 16:48:27 GMT
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Taz wrote on Sun, 01 July 2012 16:01 I do, but it's not worth playing anyway. only 3 half-assed maps, nearly all buildings untextured, renegade infantry and a few vehicles.

iRANian wrote on Sun, 01 July 2012 17:46 not really they look like someone spent 1 minute in ms paint

I think it's funny how you guys can instantly start with the negative comments concerning a game being developed in this community for free. Some constructive criticism would have been nice, since saying that "it's not worth playing anyway" and saying that the maps are "half-assed" is about as useful to us (the developers) as a sponge made of bricks.

I don't see what leaking the game early actually achieves other than satisfying people's curiosity and making them think that the game is a pile of wank; since it's not ready for the public, the art is missing, the balance is broken and it's not enjoyable to play. I don't think our team has ever done anything personally to you to warrant the leaking of our game Taz. Why are you being such a terrible person?

The textures on the buildings (apart from the Allied Powerplant and both Barracks structures) are temporary however. Our testers complained that they kept getting lost in our buildings due to the lighting issues with un-textured objects. So we put some basic textures on the models to appease them.

As for final textures, it's pretty impossible these days to find talented texture artists in this community who aren't already on the team or aren't called Aircraftkiller.

We did have a pretty good texture artist working on getting our buildings looking great, but then he decided that he'd had enough of AR and went to work on texturing APB models. A few of our staffers are also working on Reborn at the moment, so things stagnated. However, we recently recruited a new texture artist and things are starting to pick up again despite us only having around 4 semi-active staff members.

Aircraftkiller wrote on Sun, 01 July 2012 16:05 I'm not sure why it takes anyone so long to paint structures and get them ready. If they need help, I can share some techniques that I've picked up over the years. They've been working on this since 2006, I imagine these buildings should've been done years ago. For reference, most of my TD buildings are already done and they have a full interior to go with them, textures included. The only thing remaining is rigging. There are ways to speed up the entire process so it doesn't take a glacial pace to get these things finished.

They're doing good work, but there won't be anyone here to enjoy what they're doing if they don't finish soon. Six years is far too long for any project to be completed. The majority of mods at "BHP" are turning into Duke Nukem Forever: Renegade Edition.

I agree with you Aircraftkiller, it has taken us way longer than it should to get this game ready, however there is a number of factors that have prevented us. Mainly, things like a lack of texture

artists, a lack of unwrapping staff, a lack of character artists, a lack of skill (for a few years at least) and a lack of time. It's fair to say that nobody wants to make new character models for the w3d engine any more (except perhaps me and some of the Reborn team), so that part of the project has gone unfinished for a long time. As for you're offer of help and advice; I might just take you up on that.

Another reason why the game is taking so long is because of other obligations our staff have, such as work or education. The aforementioned assignment of our staff to other projects also has somewhat of an effect.

The reason we haven't been doing updates/blogs and such recently is because it'll be better to start doing them again when we're near the end to generate hype. At the moment it's like "I want to play this game, but I don't know when it's going to come out, so screw it" for a lot of people so it doesn't really seem worth promoting the game when we're still up to our eyes in assets to complete at this time.

I think that there will still be people around to play this when we release, perhaps not in this community, but certainly out in the wider gaming community. What I have noticed is that w3d games/mods that are announced just within the C&C community tend to have a lifespan of around 2 weeks after release (I'm looking at you Reborn Infantry Beta). However, I think that if the game is advertised a bit more through social media websites such as Reddit, Facebook and general gaming news sites, I think that the player-base could potentially boom. It all hinges on making the game good before release and also maketing it well, which will unfortunately take some time.

Zion wrote on Mon, 02 July 2012 13:23

Also, the reason AR hasn't been completed in the 6 years it's been going for, at least from my memory, is because everything was redone around 4 times. Sometimes even being textured before it gets redone, and needs retexturing.

:V

Hey Zion, long time no see!

You're absolutely right in some cases here, but there was a reason to redo things. When AR was started, I was a 3d nooblet and had no concept of polygon counts, topology, optimisation, proportions and other aspects. So when models were made and passed along to be unwrapped, I had no idea (until a year or two later) that there were some things that were very wrong with some of them.

The Grizzly tank, for example, had to be redone because the model was made incredibly poorly (by my part). So when it was textured and I came back to look at the model, I made everyone really quite mad when I said that it had to be redone. The model we have now though, is awesome and I'm glad we re-did it.

So you can pretty much blame me for redoing things because now that I know how to model instead of thinking I know how, things are running a lot more smoothly in our team. We run a check on every model before it goes to being unwrapped to ensure that there's no nGons or poor modelling to be found.

My only regret is that I wish I learnt how to model properly sooner instead of saying in the early

days, "wow that looks awesome, let's get it ingame hurr durr."

tl;dr

- Constructive criticism please!
 - Most of the building textures are place-holders.
 - Aircraftkiller is right, but people will hopefully play the game if it's well made and marketed well.
 - We're taking so long because I'm a spoon and made people redo things in the past.
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