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Subject: Re: RenegadeX

Posted by [Aircraftkiller](#) on Mon, 20 Jan 2014 05:34:59 GMT

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JeepRubi wrote on Sun, 19 January 2014 22:51 Yes, you got us. I admit that a game developed over a span of nearly eight years, with contributions from a few shy of one hundred artists of varying skill may not have a superior visual style to that of a blockbuster game (see Unreal Tournament, Call of Duty, Battlefield), or as coherent an art style of yet more past and present commercially available titles.

I don't care if it's a superior visual style. I'm not expecting to be amazed by a fan-created project (though I will admit that Black Mesa > RenX in every way, shape and form), I'm simply hoping that someone realizes that it's okay to stop copying the visual style of other games and come up with something distinctive. At the very least, copy Crysis. That game has environments that look far more realistic than anything you guys have created. Granted, they were paid to do it, but that doesn't change my point. You could've easily taken the gameplay concepts in Renegade and applied them to open-world maps with detailed terrain that didn't bring back dated level design based around Canyon Land maps. You could've pushed the boundaries and made it feel like Europe/Africa instead of Generic FPS Maps. You didn't do it. That's fine. Just don't expect me to appreciate it.

JeepRubi wrote on Sun, 19 January 2014 22:51 While I see you perceive an issue with the quality of the feedback that the c&c community provides to the developers of various projects, in the form of blind fanboyism and compliments, I find you consistently provide an equal counterbalance of un insightful criticism and judgement. Why then, in your infinite wisdom, do not you provide us with constructive feedback on specific issues that you feel need to be addressed instead of making vague blanketing claims such as "It doesn't look like C&C." and "The visual style is blah."

Since you obviously feel that my criticism is un insightful, I'm left wondering why you care enough to post on this dead forum about it. I've already made my intentions clear many times. I post here to troll. That's about all I do on these forums. Nothing I say that's severely negative should be taken seriously unless you enjoy being riled up, in which case, hey, go for it. It's more entertaining that way. Regardless, I honestly don't feel any C&C vibes from RenX for the reasons I've already stated.

JeepRubi wrote on Sun, 19 January 2014 22:51 I realize you are (or claim to be) a busy man, but your presence on these "dead" forums, and persistent postings bashing our visual style seem to suggest otherwise. If you could take a small amount of time out of your allegedly busy schedule to provide us some insight into what specifically makes our project "a forgettable game with no striking visual style", as well as what you feel we could do to remedy these issues, it would be greatly appreciated.

It's not hard to post. Let's dispense with that idea right now. Posting on this forum takes less than 10 minutes of my time each day, if I post on it at all. If you actually want my opinions, then I could certainly revisit my attitude toward your team and its project. After my talk with Fobby a few years ago, I gave up any interest in it beyond the occasional snarky comment. I don't like design-by-committee nor do I like seeing people "reimagine" something and make it look worse

than I feel it could be.

The problem with you asking for my legitimate criticism is that nothing I say is going to be changed. You're not going to scrap your AAA-copying art direction in favor of bucking trends and making open-world environments with a focus on creating European vistas that don't have massive amounts of C&C3-inspired massive Tiberium crystals popping out everywhere. You're not going to change up your buildings and units to remove excessive, unnecessary detail because you've already put the work into it. You're not going to change the direction you've taken for years, so why bother yourself with what I'm saying? If it fails, it fails. It won't be much different than anything else in C&C. If it works out in the end, then be sure to find me and tell me I was wrong. I probably won't care, but it'll make you feel better.

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