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Subject: Re: RenegadeX

Posted by [Aircraftkiller](#) on Mon, 20 Jan 2014 17:59:50 GMT

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danpaul88 wrote on Mon, 20 January 2014 09:16iRANian wrote on Mon, 20 January 2014 13:08Those C&C3 crystals make me cringe hard whenever I see them. The Tiberium fields on the Walls 'reimagination' have them and I wonder how the fuck a Harvester is supposed to harvest them.

I've not seen the ones in RenX, but as a general point... I don't believe Tiberium is required to grow in Harvester friendly shapes... it's not as if its a manmade resource.

This:

doesn't turn into this:

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For at least 50 years. If you don't like the original Tiberium and the methods by which it grows according to C&C canon, that's fine. If you want to make a C&C game based on C&C95 (if you argue that it's based on Renegade, bear in mind that Renegade was intended to be C&C95 in FP, not what it is now), then it needs to look at least somewhat like those images. There's plenty of room for artistic license with those designs. Scrapping it completely in favor of what we see with RenX just irks me. It reeks of "I don't like the source material I'm building from, so I'm just going to do purple donkeys instead. It's more artistic that way!"

If Black Mesa: Source changed Half Life into some weird-ass Unreal clone with graphics modeled on Doom, there'd be outrage. The amount of people who would want to play it would be completely overshadowed by the people who think it completely shits on a great game's legacy.

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