
Subject: if c&c happened in real life what would you do?

Posted by [Blazer](#) on Tue, 23 Sep 2003 02:51:48 GMT

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I planned on making a video about this subject, here is the rough layout of the script:

1/20/2003

Video Title: "What if real life were like Renegade?"

Concept and Scenes: Blazer-Scenes 1-7

Props: JeffLee67

Actors: Blazer, Crimson, Kozar666, others here

Scene ideas (in no particular order)

Scene 1 (getting into your vehicle): Access a PT on the wall (added via video overlay), purchase a vehicle, run out the door and stand in the driveway. Door opens and unmanned vehicle (person ducked down) comes zooming out. Person calmly stands in the path of oncoming vehicle. At point of impact, person is instantly inside the vehicle, and drives away (top-rear-down view of vehicle like in renegade).

Scene 2 (Not your vehicle): 2 people each at a PT purchasing a vehicle. One purchases (or so he thinks), and runs out the front door to driveway. Car comes out of garage (same way as in Scene 1). Person tries to get in and cannot (scene of them from behind hopping against the car over and over). Rightful owner of vehicle comes running out of house, and gets in on first try. Drives away with first person running after them with radio command/voice "Get out of the vehicle!".

Scene 3 (lag while driving): Person is driving car...turns a corner to go into a parking lot. Scene cuts to the car facing directly into a HUGE BOULDER, tires spinning...driver says WTF! Notes: Large boulder should be easy to find here in Az.

Scene 4 (C4ing the harvester): Footage of garbage truck coming down the street, persons hiding behind bush or some cover. As truck approaches, radio command/voice "Attack the Harvester!" and show first-person view of arming TIMED C4. Cut to sticking the C4 on the side of the garbage truck and running away. As truck drives on, effect of explosion(s).

Scene 5 (Tiberium): Find a place (should be easy here in Az) where there is rocks/gravel surrounding a grassy area (tiberium glow/color can be added as an effect). 2-3 people run through the area, 2 avoiding the "tiberium". One runs directly through the TIBERIUM, hopping as he goes. Overlay of Renegade health meter going down, as well as red damage indicators. Person clears tiberium area, and does the coughing/flinching.

Scene 6 (Shooting anything exposed kills you): Shootout between Havoc (Kozar666) and Sakura (Crimsons Friend Lacy). One of them takes cover behind a wall/rock. Cut to sniper zoom view. Can see tip of gun is sticking out. Shoot tip of gun, person falls dead (must have *boink!* sound!).

Scene 7 (Nuclear Strike Beacon): Scene of playing pingpong or darts in game room. Suddenly hear "Nuclear strike beacon deployed", and loud beeping. Everyone drops what they are doing and runs around frantically looking for it. Crimson opens her front door, and right there on the

doorstep is a NUKE BEACON (realistic-looking prop with blinking light). Camera follows Crimson as she runs to her room (or to a PT on the wall), and quickly dresses like hotwire (at least same colors). Scenes of sky in neighborhood turning red. Crimson then comes running (as hotwire) with a REPAIR GUN (prop supplied by JeffLee) and DISARMS the beacon in the last few seconds. Everyone says "Affirmative!". Notes: special effect of repair beam.

Notes: Must include Bloopers
