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Subject: Re: Tiberian Dawn: The First Strike

Posted by [Aircraftkiller](#) on Sun, 15 Jun 2014 05:01:21 GMT

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I shouldn't write this post. I know you're going to ignore everything I say by rationalizing it into "but if I work on this for 15 more years, we'll have something to show in Unreal Engine 8!"

Quote:Look, I'm sorry about how long this is taking. Everyone on the team is a volunteer and they have obligations to more than just this project. The models would have been ready years ago if anyone would have just stuck around and finished what they started.

They get close to finishing the models and then decide to stop just before they're done. I'm not paying them anything so I can't stop them, all I can do is try to keep up interest in the project and move on.

What interest? Beyond the four fawning sycophants at "BHP", who really cares? I mean, all of us posting here care, but to varying degrees. Most of us feel that you're trolling the forum, so we care enough to troll you back. That's about it. I don't think anyone here is interested in playing the end-product, assuming it comes out before people forget what Tiberian Dawn is.

Quote:I repost the job ads, get more modelers, and get a few more models worked on, but then the process repeats itself.

That's because you're hiring scrubs. You're hiring scrubs because your presented work really sucks. It's like 2002-level quality. You're only going to attract scrubs with that level of quality. No one who's interested in next-gen game development is going to spend their time creating art assets that will never be shown in their portfolio.

Quote:Take, for example, the modeler who was just working on the Airstrip, Advanced Power Plant, Chain-link barrier, and Advanced Guard Tower (He chose to work on that many models, if anyone was wondering). He had just finished the AGT and had nearly finished the other three but then he decided to take a break from 3D modeling because of things going on in his life.

That AGT has no real details to it. The few details it does have make very little sense, regardless of how much it looks like the original model. No one is going to care about outdated game visuals. Take what the original game gave you and upgrade it. When I was still working on something like this, I decided to make everything as realistic as I was capable of doing at the time:

In the span of roughly six months from 2011-2012, I produced more work than your project did over the course of four years. I made models with higher visual fidelity, actual textures, etc. It's not perfect, obviously. I could (and should) go back and rework all of it to a new standard, so I could actually use it to attract a team of people to work with me. I don't care enough, though, since I have a family now and I'm more worried about paying for my house and living my life. This is fun stuff to do when I'm tired of playing games.

Quote:So now I have a finished AGT that will be textured, but three other models that are still unfinished.

I can assure you that AGT isn't finished yet.

Quote:I have three other modelers who are coming close to finishing their respective buildings (Temple, Silo, Weapons Factory) and it looks like they're going to actually finish them. So hopefully I can actually put together something for an update.

You need more than buildings for people to care about this. You need artists that can actually create good art. If all they're capable of doing is blindly following reference images and never using their imagination to figure out why things look the way they do, you'll be stuck in limbo forever.

Quote:I don't understand why everyone keeps saying that there's no direction or goal. I've stated my goal clearly, several times.

I do this for a living. I work with people far more talented than anyone on your team, trust me. If I showed them any of this and explained how long it took you to get to where you are, they'd start laughing and wonder why you're wasting your time. Much like all of us have done so far, and only a couple of people here have actually dabbled in the 3D arts. You're in a hopeless situation unless you decide to learn how to actually do the work you're trying to push on to other people.

The reason I can create anything I want is because I suffered through the same shit you're reading here. I had people tell me the same things you're writing about. That you suck, that you're terribad, that you should uninstall and move on. Instead of finding artists to do my work for me, I ended up creating most of APB by myself. Just about every building in that awful mod is still my work to some degree, and most of the maps are still mine. They still use my textures and some of my vehicles. I forced myself to learn how to do these things over 10 years ago. I now work in the field as a synthetic environment engineer.

Stop bullshitting people here and get to work. You'll pick up valuable skills and you won't have to rely on other people to accomplish your vision.

Quote:I just came here hoping to find help from people that know stuff about Command &

Conquer, and I'm sorry if this project is more of a burden to the forum than anything else, but I'd like to think someone out there actually cares enough about a project like this to support it.

Everyone says that there have been several games like mine that just threw up a couple of pictures and then fell apart, so why is it so wrong for me to stick with this?

Because you're not farking doing anything. You're posting shitty models that other people made and acting like the only thing you're capable of being is the "ideas guy" - everyone is the ideas guy. It's why Chronojam ruined APB after I left. He can't do any of the actual work on the project, so he relies on other people to carry it for him. I'm sure some turd will go over there and say "WAH!" TEH AIRKRAFTKARRIAR SAID TEH BAD TINGS BOUT U" but he knows it's the truth. It's why APB is dead, and has been dead for a long time.

Quote:I'm trying the best that I can with what I know, and all I wanted was some volunteers, or useful advice or something to help.

You were given advice. Many times over, in fact. I hate tooting my own horn, but I have more experience in 3D than everyone in this forum. I'm telling you something you need to hear. In the words of Dante: SHUT UP AND MOD

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