
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sun, 15 Jun 2014 16:26:09 GMT
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Quote: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!"

I never came close in any of my posts to rationalizing anything as idiotic as that.

Quote:

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.

Well it's not like giving up will fix the interest issue.

Quote: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.

By that logic I'm hiring scrubs because the posted work sucks, but I can only make sucky work because I'm hiring scrubs.

Quote: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 No one is going to care about outdated game visuals.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:

What details could be added to the Advanced Guard Tower that wouldn't look out of place?

Quote: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.

When you're trying to recreate something in the hopes of it being nostalgic, how do you know where to draw the line in terms of extra detail?

Quote: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.

But there's the key difference, you're doing this for a living, you have a very valid reason to devote time and resources to something like this. I'm currently going to college to hopefully become a doctor, and my incentive for this project stops beyond it being anything more than just a nice idea that I can waste time on.

Of course I would like to be able to do the things that you do, but as soon as summer is over, I would be back in college and would have very little time for any of it.

Quote: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.

Well I could say that other than the ideas guy I'm the recruiting guy and the "make sure the model looks like the reference" guy, but they're not very lofty positions either.

Quote: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

Although time isn't really on my side in this case, I suppose it never hurts to try. Do you have any software recommendations?
