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Subject: Project Freedom!!

Posted by [htmlgod](#) on Thu, 01 Jul 2004 13:04:48 GMT

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Actually, I think its interesting to note that when I threw up the idea for Renegade: A New Hope, I didn't know what 'Level Editor' was, nor what it meant to 'edit mesh,' or even what a 'mesh' is for that matter. Furthermore, most of the talented modelers and mappers were already working on projects, same as things are today. At this point I think success is more based on dedication, and refusal to give up. I can't tell you how many times over the last 11 months, since the idea came into my head for a starwars mod, I have wanted to quit and give up, but I never did, and even though 8 or 10 different modelers and mappers have come and gone from my team, I'm still here, and SWMOD's release is almost upon us.

I don't think its fair to judge the potential of a mod just by how they start, or where they come from. I understand the pessimism that you all have voiced, but I like to think that no one can start a mod as ignorant and incapable as I was when I started Renegade: A New Hope.

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