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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [jonwil](#) on Sat, 29 May 2004 13:14:35 GMT

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Does anyone know why WS switched frmo the TD-ish models (such as the Flame Tank and Light Tank released in the otherassets.zip file and the old med tank?)

I personally think that the old flame tank and old med tank and etc would fit well in Renegade had they continued on that path and done all the vechicles to look like that.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Deactivated](#) on Sat, 29 May 2004 13:45:03 GMT

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The game timeline was shifted from 1995 to 2020 and they wanted (or Cermak wanted) to make things look futuristic.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [OrcaPilot26](#) on Sat, 29 May 2004 13:46:58 GMT

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but then why isn't the terrain all barren and TS-like

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Deactivated](#) on Sat, 29 May 2004 13:57:28 GMT

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Because they had only one year to redo stuff.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Deactivated](#) on Wed, 02 Jun 2004 19:04:29 GMT

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So... did your question get answered? (bump)

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Havoc 89](#) on Thu, 03 Jun 2004 00:41:28 GMT

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Im guessing EA forced them to change it.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Majiin Vegeta](#) on Thu, 03 Jun 2004 02:18:42 GMT

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it sucks those original models look great

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [SuperFlyingEngi](#) on Thu, 03 Jun 2004 14:28:45 GMT

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Some of the models westwood didn't use look really stupid, though... I haven't seen otherassets.zip yet [Stupid Cinema 4d won't open stupider .MAX files] but some other models that are sort of lying around the game that weren't used have so much rust on them it's not even funny.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Deactivated](#) on Thu, 03 Jun 2004 14:35:56 GMT

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Havoc 89Im guessing EA forced them to change it.

"Cermak!!!"

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [phlakaton](#) on Thu, 03 Jun 2004 20:31:42 GMT

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Now you've done it... opening old wounds... LOL We started making photo real models back in the end of '97 and they were looking very cool... we stayed with it for a while and then the spec killed it and we had to go down to 256 for a whole model... then after 2 more producers left... Cermak shows up and bottlenecks the bloody thing... although I have a feeling EA was puppeteering him somewhat... the bright colors came in and it went to hell in a handbasket. Blame Cermak for some of it... thinking he's some kind of art director... heh.

To answer the TD question... we never intended to use the TD look for most stuff... it was decided back in early '98.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Deactivated](#) on Thu, 03 Jun 2004 20:50:26 GMT

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phlakatonNow you've done it... opening old wounds... LOL We started making photo real models back in the end of '97 and they were looking very cool... we stayed with it for a while and then the

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To answer the TD question... we never intended to use the TD look for most stuff... it was decided back in early '98.

I assume those two producers were Louis Castle and Mike Ward?

Frankly, Cermak's not an art director, he was an art dictator (left on picture, not the boy )

No TD look? It might explain this.

[http://www.cannis.net/commando/images/renegade/concept/glf\\_work4.jpg](http://www.cannis.net/commando/images/renegade/concept/glf_work4.jpg)

Makes me think of Duke from Duke Nukem.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [phlakaton](#) on Thu, 03 Jun 2004 21:09:44 GMT

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Lou Castle was sort of a producer I guess... he was the exec producer along with Brett S. at the beginning... Louis Peterson was the 1st real producer on that project and Mike Ward was the associate because he was producing Retaliation and Dune at the time... then he moved into the slot... then the best producer we had showed up... Shawn Decker. He was a super cool guy and an ex ranger. Said no to all kinds of execs... got stuff done. Too bad he ended up leaving for Maxis after about 9 months. Dan C was the last and frankly... he payed the price and sorta left under a smokescreen. He ment well but just didnt have the right qualifications for that game I thought. Not a bad guy to chat with outside the game itself... just a bit slammed from EA because of rotten timing perhaps.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [phlakaton](#) on Thu, 03 Jun 2004 21:10:46 GMT

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You do know that boy is Gary Coleman right? LOL

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Sanada78](#) on Thu, 03 Jun 2004 21:17:01 GMT

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LOL!

Anyway...

Nobody can really say the game turned out bad. I mean, we still play it don't we? Yes, it could've been better, but most people say that with a lot of things.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Deactivated](#) on Thu, 03 Jun 2004 21:24:27 GMT

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You know, when important people leave, it can change the game for good or worse.

Delays, feature removals, design changes..

This is what happened with C&C 2: Tiberian Sun as well.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [phlakaton](#) on Thu, 03 Jun 2004 21:33:26 GMT

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I was pretty happy with the overall game... got fairly good reviews and multiplayer was a blast... played almost a year myself! After almost 5 years I shouldn't have been playing it that long! LMAO. Anyway... I had major pains making those maps... I made about 75% myself and did all the lighting too... it wasn't giving me enough time to polish jack... I was disappointed with the single player maps except the mission 0 map... canyon one... I had time to do that pretty nicely. Oh well... it was a lot of fun at times... especially testing at work against the test department... those guys wipped on us one day.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Deactivated](#) on Thu, 03 Jun 2004 21:40:30 GMT

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My favourites are the beach assault (mission 3) and ship hostage rescue mission (mission 4). The first one requires sharp shooting and second one needs sneaking around corners.

I wonder.. I see the first mission map got objectives changed at least about three times? First it was about getting past Nod turrets and rescuing civilian hostages (peasants!), then seeing all the GDI buildings get destroyed, and then finally the second one with an objective to rescue hostages from prison camp near Comm center.

<http://www.cannis.net/commando/images/renegade/prop/pcg-oct99-5.jpg>

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [phlakaton](#) on Thu, 03 Jun 2004 21:48:43 GMT

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the bitter end for me was when some EA exec couldnt figure out how to use a ladder in the tutorial and so they changed the front end of mission 1... remember how it starts off the side of the beach and you get another lame tutorial about climbing ladders and using stuff... wasnt there before... there was a cool heli zip line assault from Nod on the beach and a fun run up to the two buildings... EA... GRRRR> we had a hovercraft on the beach on fire... GRRR

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Subject: Does anyone know why WS switched from the TD-ish models?  
Posted by [Sanada78](#) on Thu, 03 Jun 2004 21:58:44 GMT

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Was that the one with the Gunboat that got destroyed and sunk with loads of black smoke?

I have a video somewhere of it...

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Subject: Does anyone know why WS switched from the TD-ish models?  
Posted by [Deactivated](#) on Thu, 03 Jun 2004 22:02:49 GMT

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phlakatonthe bitter end for me was when some EA exec couldnt figure out how to use a ladder in the tutorial and so they changed the front end of mission 1... remember how it starts off the side of the beach and you get another lame tutorial about climbing ladders and using stuff... wasnt there before... there was a cool heli zip line assault from Nod on the beach and a fun run up to the two buildings... EA... GRRRR> we had a hovercraft on the beach on fire... GRRR

Well.. what else would you expect from a trained EA monkey?

In mission 3, wasn't the original objective to download the flight data from the Main Console instead of the mainframe...? The annoying result is that when if I run past the mainframe to the Main Console, hordes of Nod soldiers come from the door and usually it ends with the building destroyed without getting the data, bang, GAME OVER and I have to play the whole mission all over again.

In mission 4 if you let a nod soldier past the yellow door and go through that door without the security card, it is not possible to complete the mission.

Sanada78Was that the one with the Gunboat that got destroyed and sunk with loads of black smoke?

I have a video somewhere of it...

I have it  
<http://www.cannis.net/commando/video.php>

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Aircraftkiller](#) on Thu, 03 Jun 2004 22:05:14 GMT

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The missions beyond level three were all ass. None of them had any sort of C&C feel and were more about how lucky you got against a bunch of soldiers with incredible aim, but amazing stupidity.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [NeoX](#) on Thu, 03 Jun 2004 22:41:01 GMT

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I still cant believe that they turned an awesome game into a piece of shit (graphics wise models ect) and say that the games gonna do better i like the renegade game play but really the old stuff was much better looking.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Spice](#) on Thu, 03 Jun 2004 22:44:38 GMT

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I took that lighthouse from Mission 3 and retexured it for one of my map.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [WNxTilly](#) on Fri, 04 Jun 2004 10:02:58 GMT

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The gameplay is what makes this game so great. The graphics were good for when they came out for the type of way that the game runs.

It's great to see a member of the dev team actually here and talking about how weak EA was trying to make them do things that they didn't want to do.

Tilly

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Oblivion165](#) on Fri, 04 Jun 2004 11:25:32 GMT

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the best thing about SeaMan's cutscene video is that BinLaudin likes this game.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [jonwil](#) on Fri, 04 Jun 2004 12:30:50 GMT

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The info in this thread about what ren could have been is yet another thing to add to my "reasons I hate EA" list.

Along with the canceled renegade 2.

And the crappy way they did V8 Challenge

Plus the non-release of the scripts.dll source for renegade (or indeed support for ren modders generally)

Plus the fact that they keep churning out crap like "yet another lame WW2 game" (i.e. Battlefield, Medal OF Honour etc) and other crap.

And the fact that every remotely original idea EA has had over the past decade has been run into the ground or ignored or not supported (with the exception of The Sims but they probably aren't doing anything good for fans of that game either, releasing "yet another expansion" for it while not doing stuff the fans really want for example)

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Deactivated](#) on Fri, 04 Jun 2004 17:15:49 GMT

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phlakatonthere was a cool heli zip line assault from Nod on the beach and a fun run up to the two buildings... EA... GRRRR> we had a hovercraft on the beach on fire... GRRR

Well the hovercraft is still there, but not there is no sign of any flames at all.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Oblivion165](#) on Fri, 04 Jun 2004 17:40:02 GMT

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jonwilThe info in this thread about what ren could have been is yet another thing to add to my "reasons I hate EA" list.

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Dont forget every james bond game

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [phlakaton](#) on Fri, 04 Jun 2004 17:44:30 GMT

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sorry people but i gotta admit I loved battlefield... it was what Renegade 2 shouldve been but I played it and it was a lot fun. EA didnt have much to do with that game anyway... the developers were anything but EA.

---

Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [KIRBY098](#) on Fri, 04 Jun 2004 17:46:13 GMT

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phlakatonsorry people but i gotta admit I loved battlefield... it was what Renegade 2 shouldve been but I played it and it was a lot fun. EA didnt have much to do with that game anyway... the developers were anything but EA.

Agreed. I see nothing wrong with Battlefield. Quite enjoyable.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [xptek\\_disabled](#) on Fri, 04 Jun 2004 17:51:56 GMT

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I love BF 1942, but BFV ruined it IMO.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Deactivated](#) on Sat, 12 Jun 2004 12:01:43 GMT

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Soon we can use this gun again

<http://www.cannis.net/commando/images/c4/screen/mgun1.jpg>

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [ericlaw02](#) on Sat, 12 Jun 2004 13:22:14 GMT

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Another gift from the "gods"? (Or it's digged from the always.dat, but I am too lazy to find if it was...)

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Deactivated](#) on Sat, 12 Jun 2004 13:24:32 GMT

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eric\_law\_ca Another gift from the "gods"? (Or it's digged from the always.dat, but I am too lazy to find if it was...)

From Eric Kearns.  
It's a heavy machgune gun mounted on a rotary swing.

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Subject: Does anyone know why WS switched from the TD-ish models?  
Posted by [Renardin6](#) on Sat, 12 Jun 2004 14:04:30 GMT

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I like old advanced pp :

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Subject: Does anyone know why WS switched from the TD-ish models?  
Posted by [drunkill](#) on Sat, 12 Jun 2004 14:16:03 GMT

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phlakaton:

if ya are still reading this thread anytime soon... by working with westwood, and Eelectronic Art\$, would you happen to have any screenshots of the older versions of renegade, avalible, to show hardcore fans (us) what it would of been like, and not the other released pictures, like in gaming mags and all that stuff, but any unreleased pictures, that you are allowed to show, or does EA own the right to them all?

because i'd love to see more pictures of Ren 2, not the only 5-10 pictures that were released after it was canceled.

and those photorealistic modles, i'd love to see them. but i guess that you might not have any, or that your not allowed.

and, BTW, what you do these days, quit the gaming industry? or have you moved on to another componey?

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Subject: Does anyone know why WS switched from the TD-ish models?  
Posted by [Deactivated](#) on Sat, 12 Jun 2004 14:27:36 GMT

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drunkillphlakaton:and, BTW, what you do these days, quit the gaming industry? or have you moved on to another componey?

Eric works now at Petroglyph Games.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Phoenix - Aeon](#) on Sat, 12 Jun 2004 16:00:44 GMT

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Quote:Eric works now at Petroglyph Games.

Where all former Westwood employees should now go...

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Genocide](#) on Sat, 12 Jun 2004 21:25:27 GMT

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Once upon a time ago i modeled the orca lift truck.

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [jd422032101](#) on Sat, 12 Jun 2004 21:59:41 GMT

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wow

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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [drunkill](#) on Sun, 13 Jun 2004 01:05:04 GMT

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ahh so this is eric, nice, i just didn't know who it was, only that you worked for WW, soo cool.

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