
Subject: OT: FPSCentral Interview
Posted by [Dante](#) on Tue, 31 Aug 2004 15:18:54 GMT
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OK, this rocks!!!

<http://www.fpscentral.com/index.php?game=3>

Subject: OT: FPSCentral Interview
Posted by [Dishman](#) on Tue, 31 Aug 2004 16:05:31 GMT
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Schweet!

Subject: OT: FPSCentral Interview
Posted by [npsmith82](#) on Tue, 31 Aug 2004 16:23:18 GMT
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Yet another reason why i'm really glad to know you Dante!

Subject: OT: FPSCentral Interview
Posted by [Aircraftkiller](#) on Tue, 31 Aug 2004 16:26:31 GMT
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That concept art still looks really, really bad...

Subject: OT: FPSCentral Interview
Posted by [PiMuRho](#) on Tue, 31 Aug 2004 16:36:22 GMT
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Something slightly newer - texturing sucks, as it was a 15-minute job.

Subject: OT: FPSCentral Interview
Posted by [Renx](#) on Tue, 31 Aug 2004 16:43:55 GMT
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I'm sure things will be improved as they progress.

For Multiplayer, is something similar to C&C Mode going to be the main focus?

Subject: OT: FPSCentral Interview

Posted by [NeoX](#) on Tue, 31 Aug 2004 17:07:03 GMT

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I guess thats cool but with next to no real content what was the point of doing an interview.

Subject: OT: FPSCentral Interview

Posted by [Aircraftkiller](#) on Tue, 31 Aug 2004 17:10:27 GMT

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Pi, that makes no sense. Why would Nod go from having a Weapons Factory, then start building highly vulnerable Airfields? The C5 Galaxy transport aircraft they used to drop off the vehicles purchased isn't exactly the most stealthy vehicle in existence, and would be easy to shoot down by even the A-10 and its cannon... Or a wandering Mammoth Tank's Tusk missiles. The D6 story seems to be full of holes...

Why would the GDI build a tracked vehicle to test walking mechanized battle armor? That makes no sense either. Generally, you don't build a rock to test aircraft physics... You build an airplane.

So one would think you would build a mechanized battle armor prototype, similar to the one at the end of C&C Dawn, to make a future of walking battle units.

Subject: OT: FPSCentral Interview

Posted by [Dante](#) on Tue, 31 Aug 2004 17:16:09 GMT

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AircraftkillerPi, that makes no sense. Why would Nod go from having a Weapons Factory, then start building highly vulnerable Airfields? The C5 Galaxy transport aircraft they used to drop off the vehicles purchased isn't exactly the most stealthy vehicle in existence, and would be easy to shoot down by even the A-10 and its cannon... Or a wandering Mammoth Tank's Tusk missiles. The D6 story seems to be full of holes...

Why would the GDI build a tracked vehicle to test walking mechanized battle armor? That makes no sense either. Generally, you don't build a rock to test aircraft physics... You build an airplane.

So one would think you would build a mechanized battle armor prototype, similar to the one at the end of C&C Dawn, to make a future of walking battle units.

what did Pi say?

Subject: OT: FPSCentral Interview
Posted by [PiMuRho](#) on Tue, 31 Aug 2004 17:18:53 GMT
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It's an early refinery

Before the advent of customised Tiberium harvesting technology, existing technology was used. An excavator picks up the tiberium crystals and deposits them in the striped area at the front. It's then pushed into the refinery for processing.

Bear in mind that it's concept work - I sketch ideas and then go straight into 3D studio. The final version will have a far more industrial look, with more pipes, gantries etc.

Subject: OT: FPSCentral Interview
Posted by [Deactivated](#) on Tue, 31 Aug 2004 17:22:03 GMT
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Aircraftkiller The D6 story seems to be full of holes...

Hmm, maybe because the Renegade story is full of plot holes.
They're basing the story off the Renegade story.
The Black Hand is just about to form, the Dead Six aren't "dead" yet.

And by the way, Nod used C-17 Globemaster II and An-22 Cock planes to deliver their cargo.

Subject: OT: FPSCentral Interview
Posted by [Demolition man](#) on Tue, 31 Aug 2004 18:17:03 GMT
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Why don't you just make the original ref?

Subject: OT: FPSCentral Interview
Posted by [Dante](#) on Tue, 31 Aug 2004 18:36:02 GMT
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why don't we just copy Renegade and make 0 original "cannon like" material?

cause thats stupid, Renegade already exists...

Subject: OT: FPSCentral Interview
Posted by [Dante](#) on Tue, 31 Aug 2004 18:36:03 GMT

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or i could hit submit 2x and look like an ass...

Subject: OT: FPSCentral Interview
Posted by [PiMuRho](#) on Tue, 31 Aug 2004 18:38:48 GMT

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When Tiberium was found to be a valuable resource, do you think people (or more specifically, the Brotherhood) sat round and said "tell you what, we'll wait until there's a safe and easy self-contained system to collect and process this stuff"?

This is before the Tiberium war. This is the genesis

Subject: OT: FPSCentral Interview
Posted by [Aircraftkiller](#) on Tue, 31 Aug 2004 18:39:16 GMT

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So what's the point of basing it off C&C if you're not going to follow it, trying to do another Reborn?

The original Refinery from C&C came into use well before the First Tiberian War started...

Subject: OT: FPSCentral Interview
Posted by [Dante](#) on Tue, 31 Aug 2004 18:41:09 GMT

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please show me the patent date on the cookie cutter refinery used in Renegade, and i will agree.

Subject: OT: FPSCentral Interview
Posted by [Demolition man](#) on Tue, 31 Aug 2004 18:45:15 GMT

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Dantewhy don't we just copy Renegade and make 0 original "cannon like" material?

cause thats stupid, Renegade already exists... Then why bas it on C&C?

You can then just make an own type totally.

And renegade didn't even have everything correct from C&C....

Subject: OT: FPSCentral Interview

Posted by [PiMuRho](#) on Tue, 31 Aug 2004 18:47:43 GMT

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AircraftkillerSo what's the point of basing it off C&C if you're not going to follow it, trying to do another Reborn?

The original Refinery from C&C came into use well before the First Tiberian War started...

The design for the refinery didn't land with the meteor. Using common sense and engineering principles, the design for the refinery would have been, ahem, refined over the years.

Subject: OT: FPSCentral Interview

Posted by [Dante](#) on Tue, 31 Aug 2004 18:48:29 GMT

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C&C storyline rocks, is very thought provoking, and an enjoyable game theme.

i chose the dead 6 to expand on, as well as the blackhand, since there is not a huge amount of information about them thus allowing me a bit of freedom with the actual content of the game, and not hard coding and copying exact replicas of Red Alert and Tiberium Dawn.

NOW, everything in this mod, the story, the objects, etc... are all cannon friendly, ever read it?

Subject: OT: FPSCentral Interview

Posted by [Demolition man](#) on Tue, 31 Aug 2004 18:53:40 GMT

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I agree C&C rocks thats why i own them (legal) but i rather would c u add stuff and not change the buildings. I rather like to run around in buildings i saw from top down. New buildings aren't bad but don't use them to replace originals.

This is just my opinion i would still play the mod but it makes me a bit dissapointed.

Subject: OT: FPSCentral Interview

Posted by [PiMuRho](#) on Tue, 31 Aug 2004 18:55:47 GMT

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Look at it this way:

Mission 1: Refinery as per my design, excavator and dump trucks in use

Mission 5: Tiberium Harvester prototype in use, refinery design has some elements of the TD refinery

Mission 10: Harvester as you know it from TD. Refinery has most of the elements of the TD refinery.

Genesis. Evolution.

Subject: OT: FPSCentral Interview

Posted by [Dante](#) on Tue, 31 Aug 2004 18:57:16 GMT

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if you could please then, show me westwood created tiberium refinery for this timeframe...

Quote:

However, by the time Moebius and his team first realized the dangers of Tiberium, the plant was reported to have already spread slowly but steadily over most of the planet. They saw that it might already be too late to warn the world about the dangers of Tiberium. The shortage in time, however, wasn't Moebius' greatest problem in convincing the authorities to take immediate steps in halting Tiberium growth. Tiberium seemed to absorb all soil nutrition and ground minerals almost like a sponge. The end result of this unique leeching process was the formation of Tiberium crystals, which consisted mainly of a high number of enriched minerals and metals.

Shortly after Moebius made this discovery, an unknown organization suddenly revealed to the international press to have been doing research on Tiberium ever since its arrival and developed a technique of efficiently harvesting these Tiberium crystals with a minimum of mining expense.

Immediately realizing that these harvesting techniques could make the Tiberium crystals into a resource of tremendous economical value, governments and petrochemical companies worldwide attempted to buy off the harvesting techniques from the organization for astronomical prices. Eventually leasing its harvesting equipment to the highest bidders (mainly the G7 nations) on large scales, the organization made sure to maintain its position as a monopolist on the rapidly increasing Tiberium resources, gaining immense financial resources. Within a matter of months, refined Tiberium far outgrew the value of both gold and oil on the world trade markets. The organization that developed the harvesting technology and was therefore directly responsible for this Tiberium gold-fever was a group referring to itself as:

"The Brotherhood of Nod"

that would rock, because according to C&C cannon, Nod was harvesting and researching Tiberium before Dr. Mobius even stumbled across the meteor he found.

NOW, with all that said, if you know ANYTHING about engineering, architecture, and manufacturing process', you know it takes more then one prototype and patent to create a sellable item. You don't magically whip out that awesome new item, and sell it on ebay 2 days later for everyone to use. And yes, for the non-readers, Nod made there money by selling Tiberium Refineries to the world.

*edited to highlight the keyword up there...

Subject: OT: FPSCentral Interview

Posted by [Demolition man](#) on Tue, 31 Aug 2004 19:08:42 GMT

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PiMuRhoLook at it this way:

Mission 1: Refinery as per my design, excavator and dump trucks in use

Mission 5: Tiberium Harvester prototype in use, refinery design has some elements of the TD refinery

Mission 10: Harvester as you know it from TD. Refinery has most of the elements of the TD refinery.

Genesis. Evolution.

Subject: OT: FPSCentral Interview

Posted by [Deactivated](#) on Tue, 31 Aug 2004 19:35:30 GMT

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Dantewhy don't we just copy Renegade and make 0 original "cannon like" material?

cause thats stupid, Renegade already exists...

If you're talking about the story, it is "canon", not cannon.

The Renegade refinery hardly looks like the original TD Refinery.

Subject: OT: FPSCentral Interview

Posted by [Dante](#) on Tue, 31 Aug 2004 19:47:12 GMT

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nice pics, and bleh on the spelling, never claimed to be a champ at it.

you wouldn't happen to have those in legible versions would you, curiosity if anything of reading that text...

Subject: OT: FPSCentral Interview

Posted by [Madtone](#) on Tue, 31 Aug 2004 21:16:19 GMT

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AircraftkillerSo what's the point of basing it off C&C if you're not going to follow it, trying to do another Reborn?

The original Refinery from C&C came into use well before the First Tiberian War started...

See he is *basing* it off C&C, not duplicating C&C. See unlike RenAlert they don't have a storyline, vehicles and buildings to re-model and drop in there mod.

See basicly RenAlert is a port of Red Alert to FPS, where as Dead6 is a new game *based* off of the previous games. Basicly they are using the previous C&C storyline as a concept and adding their own installment to it.

Unlike RenAlert Dante and his team actually have to come up with most the stuff from scratch, not just use the Red Alert storyline and add a few little extrabits where they feel like changing it because it will make it easier to develop.

I would love to see you do what the Dead6 team are doing and if you think you can do better... Prove it!

As for taking the piss out of all the mods, just leave it out. No one wants to hear your constant whiny ass on how plastic-looking it is or how badly a model looks because we've heard it all before and if we ever need any non-constructive criticism we'll know who to come to!

Btw, just a quick one... The concept art wipes its ass with all your shitty textures for models that you think are flawless Mr perfectly perfect perfectionist, now shut your hole and stop being a vaginal mcVaginastein!

This might of been out of order but damn.. You really need attitude change!

Subject: OT: FPSCentral Interview
Posted by [NeoX](#) on Tue, 31 Aug 2004 21:19:38 GMT
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Fianaly the truth has been spoken. I thank you for this moment Madtone.

Subject: OT: FPSCentral Interview
Posted by [Madtone](#) on Tue, 31 Aug 2004 21:22:33 GMT
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Oh and one more question..

If Renegade is so repulsing and fucked up, why do you still keep coming to the *Renegade* public forums when you can go to the RenAlert forums where you can stay an have your ass kissed?

Subject: OT: FPSCentral Interview
Posted by [Renardin6](#) on Tue, 31 Aug 2004 21:35:11 GMT
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I like your way of 'creation' Dante. Dead-6 will pwn all !

Subject: OT: FPSCentral Interview
Posted by [Ferhago](#) on Tue, 31 Aug 2004 21:47:14 GMT
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So if this is going to be a somewhat story intensive thing do you plan to have voiceovers and or cutscenes?

Subject: OT: FPSCentral Interview
Posted by [Dante](#) on Tue, 31 Aug 2004 21:48:45 GMT
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yes, and yes, and before you ask, yes we will be hiring some talent to do it, not me mixed in some way or another lol

Subject: OT: FPSCentral Interview
Posted by [Aircraftkiller](#) on Tue, 31 Aug 2004 22:49:35 GMT
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Why do you bring up RA when your arguments hold no substance? "The sky is blue." "OMG NO IT ISNT ITS GREEN AND BECUZ U MAED IT LIKE TAHT IN RANALART U SUX"

WTF, seriously? Focus on the argument being presented, not "omg must bash ranalart even if it has nothing to do with subject, MUST BASH RANALART!!!!!!!"

There was no real storyline to the Dead 6 in Renegade. It was full of holes and made up quickly to fill in the obvious problems with the game's single player. The storyline "before Renegade" is worse than a Jerry Springer show...

You don't speak for everyone. The mod forum is meant for comments and criticism. If you want to whine about criticism, go somewhere else. WTF kind of saying is "taking the piss out of something" anyway?

Quote:Btw, just a quick one... The concept art wipes its ass with all your shitty textures for models that you think are flawless Mr perfectly perfect perfectionist, now shut your hole and stop being a vaginal mcVaginastein!

More ad hominem. What I do has nothing to do with the concept art looking bad and not based at all on C&C or its expansions.

Quote:This might of been out of order but damn.. You really need attitude change!

Maybe you should look at yourself before you judge the attitudes of others. You just did everything you accused me of, and more.

If this thread was made about Renegade Alert, Dante would have locked it by now for "teh flame0ring" but since it's about his shit, it'll stay open... Yay, impartial moderating. :rolleyes:

Subject: OT: FPSCentral Interview
Posted by [Dante](#) on Tue, 31 Aug 2004 22:54:47 GMT
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i wouldn't call it unfair moderating, it has stayed on topic, and minus yours and madtones post, has pretty much been "mostly" flame free.

i don't agree with his comments on your work, they don't belong in this thread, and have talked to him about it.

if you could keep "WELL, its better then reborn" out of your topics, im sure i wouldn't have to lock them, since you just invite in the trouble, i on the otherhand, simply pointed out some items that you had addressed, and until madtone had commented, it was done with, and on with discussion.

Now, i will close it, because i see no need to continue, or start any kind of flaming in this thread.
