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Subject: Star Wars: Empire At War - Screenshots  
Posted by [icedog90](#) on Thu, 20 Jan 2005 02:07:56 GMT  
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Petroglyph has released several screenshots of their new upcoming title Star Wars: Empire At War and I thought it'd be nice to share them with people who would like to see them. I think they look awesome and I hope this game turns out well...

Here are most of them:

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [sniper12345](#) on Thu, 20 Jan 2005 02:09:55 GMT  
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Impressive!

The space screenies look like Homeworld 2...

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Spice](#) on Thu, 20 Jan 2005 02:10:52 GMT  
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Those space battles looks crazy awesome. It looks like it has some elements of the star tek armada series.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [jd422032101](#) on Thu, 20 Jan 2005 03:07:36 GMT  
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nice

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [IRON FART](#) on Thu, 20 Jan 2005 03:22:02 GMT  
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Sorry to sound like a killjoy, but that doesn't look very impressive. All the Star Wars games I have played are overrated, get boring quickly and aren't very fun. And the only pics in there that did look good weren't pics of actual gameplay.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [icedog90](#) on Thu, 20 Jan 2005 03:46:12 GMT  
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I hope you know that RTS games can't have Half-Life 2 graphics or the PC won't even run it. Compare these screenshots to an RTS game that you think has better graphics - besides Ground Control II.

Also, all of those screenshots are in-game pictures.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Oblivion165](#) on Thu, 20 Jan 2005 04:03:58 GMT  
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I dont know, looks cartoonish. Prob worth downloading.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [IRON FART](#) on Thu, 20 Jan 2005 04:08:08 GMT  
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icedog90I hope you know that RTS games can't have Half-Life 2 graphics or the PC won't even run it. Compare these screenshots to an RTS game that you think has better graphics - besides Ground Control II.

Also, all of those screenshots are in-game pictures.  
Hmmm changes things a bit.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Jecht](#) on Thu, 20 Jan 2005 05:03:49 GMT  
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Very nice, the glory of the original team at work. Yes, their will be space battles people . Im going to buy it just because the gameplay will probably be good.

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Subject: Re: Star Wars: Empire At War - Screenshots  
Posted by [Vitaminous](#) on Thu, 20 Jan 2005 05:17:29 GMT  
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icedog90Petroglyph has released several screenshots of their new upcoming title Star Wars: Empire At War and I thought it'd be nice to share them with people who would like to see them. I think they look awesome and I hope this game turns out well...

Here are most of them:

Anything but attractive.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [emperorz0](#) on Thu, 20 Jan 2005 05:34:22 GMT  
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Space battles are awesome, just like in X wing/ Tie fighter series.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [bigejoe14](#) on Thu, 20 Jan 2005 06:00:49 GMT  
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The graphics look pretty nice. I just hope it will have a tiny bit of C&C charm since it's coming from Petroglyph.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Aircraftkiller](#) on Thu, 20 Jan 2005 06:09:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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That isn't the original C&C team at all, maybe one or two people are, but most aren't. Star Wars still sucks and I will not be buying this game to feed Lucas' further skull fucking of a dead movie series that sucked ass since the day it was made.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [IRON FART](#) on Thu, 20 Jan 2005 06:22:03 GMT  
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Same here. I'm not going to buy a game based on a universe with some honor code and politics. I already did once and I regretted it.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [PointlessAmbler](#) on Thu, 20 Jan 2005 06:26:00 GMT  
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Star Wars: Knights of the Old Republic proved to me that it is indeed possible to make a good Star Wars game. I'm not definitely going to buy this one, but I'm going to keep an eye on it.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [JPNOD](#) on Thu, 20 Jan 2005 09:45:30 GMT  
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yes, Star Wars bases games usaly suck..  
The only game of star wars i realy enjoyed was Star Wars Rogue squadron on n64, and i played the b1942swrs mod once..

ohwell whele see.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [England](#) on Thu, 20 Jan 2005 10:11:57 GMT  
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If they are ingame screenshots, im not very impressed from such a team that have worked on some of the best RTS titles in existance.

Sort it out, i hope there just early concept screens.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Spice](#) on Thu, 20 Jan 2005 10:47:17 GMT  
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<http://www.gamespot.com/pc/strategy/starwarsrts/index.html>

More coverage on the game and it seems a lot fo the westwood team members are on Petroglyph. Not just one or two.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Aircraftkiller](#) on Thu, 20 Jan 2005 11:16:06 GMT  
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I said original C&C team, which means the people that worked on the first Command & Conquer game.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Deactivated](#) on Thu, 20 Jan 2005 16:36:54 GMT  
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This game is likely to be more C&C than Red Alert 3 ever will be (mods are not counted).

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [smwScott](#) on Thu, 20 Jan 2005 22:57:39 GMT  
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The game will probably be very good judging by the team it's coming from. Tiberian Dawn certainly isn't the only great game Westwood made, or even the best in my opinion, so it still means a hell of a lot that the old Westwood team is producing a new RTS.

The original trilogy were great movies, so there is certainly some potential to produce a good Star Wars RTS. I just hope the license doesn't bog them down too much and prevent them from making a really great game.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Hydra](#) on Thu, 20 Jan 2005 23:29:34 GMT  
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You all forget that those screenshots are all pre-alpha (if I'm not mistaken); even the name isn't final yet.

Give them some time.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Ripintou](#) on Thu, 20 Jan 2005 23:53:21 GMT  
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---

Sorry but I'm not overly impressed with the images, I hope it is better ingame.

The explosions are all a plain yellowee / orange with a basic orange outline throughout and the projectiles all look the same. The ship engines are all same texture yellow or white with no afterburner effect or trail, doesn't appear to be any heat distortion on the galaxy or ships behind engines. Stars all look the same size but with slight reduced / increased lighting / glare. Your joking on the 2nd image right? Sure can tell an x-renegader made this level. Hmmm 3rd image ya have guys standing by an explosion and don't appear to be thrown back or anything, mabe they are drinking tea.

Well....don't wake me when they release it :rolleyes:

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Jecht](#) on Fri, 21 Jan 2005 00:00:00 GMT  
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kindof hard to have heat distortion with no oxygen out there.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Ripintou](#) on Fri, 21 Jan 2005 00:08:35 GMT  
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---

=[DT=gbull=[L]=]kindof hard to have heat distortion with no oxygen out there.  
Heat distortion is apparent in any environment It's going to obscure any structure beyond its dispersive area.

I'm not sure you understand

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Hydra](#) on Fri, 21 Jan 2005 00:44:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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RipintouSorry but I'm not overly impressed with the images, I hope it is better ingame.

The explosions are all a plain yellowee / orange with a basic orange outline throughout and the projectiles all look the same. The ship engines are all same texture yellow or white with no afterburner effect or trail, doesn't appear to be any heat distortion on the galaxy or ships behind engines. Stars all look the same size but with slight reduced / increased lighting / glare. Your joking on the 2nd image right? Sure can tell an x-renegader made this level. Hmmm 3rd image ya have guys standing by an explosion and don't appear to be thrown back or anything, mabe they are drinking tea.

Well....don't wake me when they release it :rolleyes:

Quote:You all forget that those screenshots are all pre-alpha (if I'm not mistaken); even the name isn't final yet.

Give them some time.

They're still months from having a release, and it is nowhere near complete.

Don't judge the game by how it looks now; give it a few more months, and judge it by any screenshots that will have been released by that time.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Sir Phoenixx](#) on Fri, 21 Jan 2005 01:24:41 GMT  
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Quote:Heat distortion is apparent in any environment

Exactly...

Heat distortion is what you see over a fire or a street on a hot summer day, etc., it's caused by hot air rising, and distorting the light that passes through it. Since there is no air, or any environment at all in space, there would be no heat distortion.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [icedog90](#) on Fri, 21 Jan 2005 01:40:11 GMT  
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RipintouSorry but I'm not overly impressed with the images, I hope it is better ingame.

The explosions are all a plain yellowee / orange with a basic orange outline throughout and the projectiles all look the same. The ship engines are all same texture yellow or white with no afterburner effect or trail, doesn't appear to be any heat distortion on the galaxy or ships behind engines. Stars all look the same size but with slight reduced / increased lighting / glare. Your joking on the 2nd image right? Sure can tell an x-renegader made this level. Hmmm 3rd image ya have guys standing by an explosion and don't appear to be thrown back or anything, mabe they are drinking tea.

Well....don't wake me when they release it :rolleyes:

You forgot that this is an RTS game and that not everything is going to be perfect detail and have extraordinary physics like Half-Life 2. Please play an RTS game so you know what it's like.

---

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Jecht](#) on Fri, 21 Jan 2005 03:47:30 GMT  
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---

Sir PhoenixHeat distortion is what you see over a fire or a street on a hot summer day, etc., it's caused by hot air rising, and distorting the light that passes through it. Since there is no air, or any environment at all in space, there would be no heat distortion.

couldnt have explained it better myself

---

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Ripintou](#) on Fri, 21 Jan 2005 03:50:20 GMT  
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I shall wait and see for any improvements Not gonna put it down too bad, I have seen worse so I'll be patient

On the heat distortion in space you're still thinking - because it's not oxygenated distortions it can't happen....incorrect. With nothing in space and an abundance of alternate power sources of

propulsion for space (heat related) there will be heated radiation in its wake, you still have force; though it may be a little or a lot depending on the size of thrust, this trail of force will distort any point of view. However light will also cause an increase in ambience when a large amount of thrust is initiated, even in space. Let's just say you don't want to be behind a ship when it engages engines

I am only pointing out that in the above picture given the size of the ships and their engines that nothing behind them should be in focus or even visible at all

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Demolition man](#) on Fri, 21 Jan 2005 11:20:39 GMT  
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icedog90RipintouSorry but I'm not overly impressed with the images, I hope it is better ingame.

The explosions are all a plain yellow / orange with a basic orange outline throughout and the projectiles all look the same. The ship engines are all same texture yellow or white with no afterburner effect or trail, doesn't appear to be any heat distortion on the galaxy or ships behind engines. Stars all look the same size but with slight reduced / increased lighting / glare. Your joking on the 2nd image right? Sure can tell an x-renegader made this level. Hmmm 3rd image ya have guys standing by an explosion and don't appear to be thrown back or anything, mabe they are drinking tea.

Well...don't wake me when they release it :rolleyes:  
You forgot that this is an RTS game and that not everything is going to be perfect detail and have extraordinary physics like Half-Life 2. Please play an RTS game so you know what it's like.  
AOE 3 will have HL2 physics  
and it looks good also

for more pics <http://www.planetageofmythology.com/aoe3/screenshots/>

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Naamloos](#) on Fri, 21 Jan 2005 11:35:47 GMT  
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Lol, some of those pic's look like they are made from a FPS.

But i don't know if i'll like it... It's still just star wars... :huh:

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Hav0c](#) on Fri, 21 Jan 2005 17:30:24 GMT  
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I like it, im tempted to try it out when its released

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Oblivion165](#) on Fri, 21 Jan 2005 22:21:38 GMT  
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Looks alot like age of empires II

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Jecht](#) on Sat, 22 Jan 2005 00:32:47 GMT  
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---

Those graphix blow AOE2 away.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [YSLMuffins](#) on Sat, 22 Jan 2005 01:06:54 GMT  
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OMG!

AoE 3! AoE 3! AoE 3!

When is it due for release?

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [icedog90](#) on Sat, 22 Jan 2005 02:13:16 GMT  
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---

Holy shit, I didn't know AoE was releasing screenshots yet. That fucking blows everything away.

---

Subject: Star Wars: Empire At War - Screenshots  
Posted by [Jaspah](#) on Sat, 22 Jan 2005 04:09:08 GMT  
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---

I have tons of pictures in my PC Gamer magazine. It's supposedly due on the "second half of 2005." I can't wait for this game. That graphics are beautiful.

---

Subject: Star Wars: Empire At War - Screenshots  
Posted by [Cypher \[PCNC\]](#) on Sat, 22 Jan 2005 16:59:26 GMT  
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AircraftkillerThat isn't the original C&C team at all, maybe one or two people are, but most aren't. Star Wars still sucks and I will not be buying this game to feed Lucas' further skull fucking of a

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dead movie series that sucked ass since the day it was made.

Hmmm....

From first C&C:

Joe Bostic

Mike Legg

Steve Tall

Ellie Arabian

Frank Klepacki

Ted Morris

Jason Curtice

Pat Pannullo

From later times:

Gary Cox (since TS)

Greg Hjelstrom (since Red Alert)

Bret Ambrose (TS)

All these names were taken from a group photograph of the Petroglyph staff from months ago.

So ummm... care to rephrase your stance on the matter?

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Aircraftkiller](#) on Sat, 22 Jan 2005 19:06:43 GMT  
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No, because your opinions are wrong.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [rm5248](#) on Sat, 22 Jan 2005 20:58:40 GMT  
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AircraftkillerNo, because your opinions are wrong.

Opinions are never wrong, that's why they're opinions. What he said may have been wrong, but his opinions aren't.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Aircraftkiller](#) on Sun, 23 Jan 2005 05:26:50 GMT  
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It's an inside joke with the Planet C&C people, you obviously don't understand so why bother responding?

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Cypher \[PCNC\]](#) on Sun, 23 Jan 2005 16:02:02 GMT  
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Petroglyph Games Web SiteAs of today, STAR WARS: EMPIRE AT WAR is the #1 game players are talking about at GameSpot. In addition to a wealth of new screenshots (those aren't doctored, btw), you can watch LucasArts producer Brett Tosti and Petroglyph lead programmer Mike Legg talk about some of the features that will be making their way into the game in an exclusive interview

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Jecht](#) on Sun, 23 Jan 2005 16:44:18 GMT  
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yep i visit Planet CNC from time to time. Its the best CNC site there is. Back in the Tib Sun days i always went to <http://www.tiberiumsun.com>

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Creed3020](#) on Sun, 23 Jan 2005 17:09:38 GMT  
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icedog90Holy shit, I didn't know AoE was releasing screenshots yet. That fucking blows everything away.

I think so to.

That farm looks so sick with the windmill in the middle. Also look at the water, it is refracting objects from around it, and underneath, mainly along the shore..

But most of all the ground detail is immaculate, the grasses are marsh reeds along the shore look very realistic.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [dodge1tis](#) on Sun, 23 Jan 2005 17:42:51 GMT  
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that AOE3 (wtc that stand for anyways) looks anoying. ive never played gnerals, but whaen i saw the ss's all that detail makes it look anoying and hard to pick something out.

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [prox](#) on Sun, 23 Jan 2005 18:01:57 GMT  
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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Aircraftkiller](#) on Sun, 23 Jan 2005 18:15:20 GMT  
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They didn't edit the images, so what? It still looks like a cartoon, and even worse is the fact that those "explosions" look as if they were taken directly out of Renegade. They look like crap and you can easily see each individual particle in the emitter system.

---

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Pendulum](#) on Sun, 23 Jan 2005 18:18:34 GMT  
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Always got to bitch about something havent you?

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Aircraftkiller](#) on Sun, 23 Jan 2005 18:20:27 GMT  
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If I do, what relevance does that have to this thread and why couldn't you keep your own bitching to yourself? Oh wait, always have to bitch about something... don't you? :rolleyes:

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Pendulum](#) on Sun, 23 Jan 2005 19:52:47 GMT  
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yup, youd better believe it

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [rm5248](#) on Sun, 23 Jan 2005 21:16:23 GMT  
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AircraftkillerThey didn't edit the images, so what? It still looks like a cartoon, and even worse is the fact that those "explosions" look as if they were taken directly out of Renegade. They look like crap and you can easily see each individual particle in the emitter system.

Yeah, maybe it looks like crap because it's no where near being ready for a beta test. :rolleyes:

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Aircraftkiller](#) on Sun, 23 Jan 2005 21:17:25 GMT  
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It doesn't take that long to make a realistic looking explosion with emitters.

---

Subject: Star Wars: Empire At War - Screenshots  
Posted by [Jecht](#) on Sun, 23 Jan 2005 21:44:38 GMT  
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Graphics to me aren't as important as gameplay. That's why I still play FF7 from time to time, good game, horrible graphics and I also still play Ren, not exactly top of the line graphics there either.

---

Subject: Star Wars: Empire At War - Screenshots  
Posted by [Moggio](#) on Tue, 25 Jan 2005 01:29:19 GMT  
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I guess Petroglyph just doesn't have what it takes to impress. These are merely a few 1st steps. If comparing art is your bag... then read some articles about Age of Empires III... they had a programmer dedicated to water alone... plus they have been working on the bloody thing for a few years... Petro has had about 1 year tops all the while the engine is always changing. Can't please everyone. Oh ya... 3 artists for most of that period.

Anyone heard that Primus song... "They Call Me Mr. Knowitall?"

Ballucks

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Subject: Star Wars: Empire At War - Screenshots  
Posted by [Moggio](#) on Tue, 25 Jan 2005 01:33:28 GMT  
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Aircraftkiller! It doesn't take that long to make a realistic looking explosion with emitters.

Whip it out chief. Post it here. And don't use a slick package from a 3D program to fake it either. Make your own propriety system with your own textures, pal. I love people who know how it all works and how it all should look.

Yes... I am defending a game that is barely out there and not polished. It's like having someone come up and judge your food before it's cooked.

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Subject: Star Wars: Empire At War - Screenshots

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Posted by [icedog90](#) on Tue, 25 Jan 2005 01:38:06 GMT

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ENOUGH. This topic is going nowhere, you guys are turning it into a bitch slapping contest (including you, Aircraftkiller). Moggio makes the greatest point out of all and that's where it's going to stand now. Starting from here, I don't want to see any annoying argument over what the game looks like, please.

We WERE having a nice conversation about Age of Empires 3... Where were we at again?

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