
Subject: C&C Roleplay 2 is recruiting!

Posted by [Canadacdn](#) on Sun, 22 Oct 2006 04:09:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey everyone, C&C Rp2 needs your help.

If you're not familiar with Rp2, you may have heard it mentioned. Rp2 has had public beta maps known as

-GT2

-Beta2

and rp2prebeta3 (the one from the site, not that unoffical shit)

Anyways, we would really appreciate it if we had anyone who could do one of these tasks to help us out.

-Weapons Modeler

-Unwrapper

-Someone good at creating explosions, (in particular one with blood flying all over to be used on deaths).

If you'd like to help, click the picture in my sig and go to the forums and post about it, or contact me, Blazea58, or Fynexfox over AIM or MSN.

Subject: Re: C&C Roleplay 2 is recruiting!

Posted by [Blazea58](#) on Sun, 22 Oct 2006 04:20:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yea it seems now the only choice is to ask for some help, because this map i have been working on for longer then i can remember, many people have came to help and left. Alot of things can still be done with this map, i am always working on new sections for the map, the polygon count keeps getting higher.

Now with a fairly detailed map, i start realizing all the "gameplay" related things have been forgotton about. This map is quite important to me to have it finalized , and i wont just drop and give up. It would be nice if we had some people to help though, cause it could speed up the already very long process this has been.

General Vis will be needed for interiors, to help for lower end Pc's, People who can unwrap a model would be very much needed, i can do the actual texture work, but when it comes to making the unwrap i have a hard time.

If anyone also has say old models they made which you think may help benifit, then that would also be appreciated. I know the community is struggling as a whole, but we still have alot of good

mappers/modelers who still contribute to this game , including jon with his hundreds of scripts,bug fixes, etc. Cmon we got gambling scripts, but nobody with the knowledge to properly set them up atm lol.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [icedog90](#) on Sun, 22 Oct 2006 09:31:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

What kind of weapons do you need? I have weapon modeling experience and I might possibly help (since you guys need it). I cannot texture though.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Blazea58](#) on Sun, 22 Oct 2006 14:04:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well Fynexfox wrote out a list to just get things more organized for the future. Figured it sure would be nice if we just had better weapons to go with this map, and alot more variety. Alot of things are either being worked on, or we already have a new model for. This list can expand or subtract at any time, and was just a basic guide to keep on track.

Melee

Hands

Hands with brass knuckles

Kick

Knife/done

Katana

Boxing Gloves/done

Pistols

Glock

45

44 magnum

Basic Rifles and Shotgun

M16 +M203

Ak-47

Mp5

Spas12

Heavy Machineguns

M249 SAW

Minigun/done

M60

Rocket Stuff

AT4
RPG

Grenade Stuff

Grenade Launcher
Hand Grenade
Smoke Grenade/done
Tear gas

Sniper Stuff

M82
Dragunov

Explosives

Remote C4
Timed C4
Tank Mines/done
TNT/done

Tools

Binoculars/done
Medical Kit/done
Repair Wrench

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Ryu](#) on Sun, 22 Oct 2006 15:37:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

You Should try and Model a M4-A1, Then it would be a complete set of awesome guns.

Now I cant wait for this map! Sound's Like a Blast!

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Canadacdn](#) on Sun, 22 Oct 2006 16:42:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

There's already an M4A1 in the map.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [icedog90](#) on Sun, 22 Oct 2006 17:47:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

No mac10 on the list? I already have one modeled, but it's 3500 polygons...

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Spice](#) on Sun, 22 Oct 2006 18:45:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can give you that E3 Renegade Nod Tank model I setup in-game. That's about it.

I gave you that Delorean, I have the Nod E3 buggy setup as well with a working steering wheel. I never set it up with the rest of the scripts though..

I think your going for something different though.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Canadacdn](#) on Mon, 23 Oct 2006 02:03:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd love any extra vehicles that are already renegade-ready.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Blazea58](#) on Mon, 23 Oct 2006 02:08:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea gun wise i don't think i want to push 2000 polygons for small items like pistols. An uzi at 3000 sounds high, but could probably be optimized?

Quote:I have the Nod E3 buggy setup as well with a working steering wheel

That sounds really intresting, and would be really nice to use.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Aprime](#) on Mon, 23 Oct 2006 20:55:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

icedog90 wrote on Sun, 22 October 2006 13:47No mac10 on the list? I already have one modeled, but it's 3500 polygons...

Remember: Polygons are not a problem, textures are.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [icedog90](#) on Mon, 23 Oct 2006 23:17:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

When something has a large amount of polygons with a moderately sized texture slappd onto it, then it makes a difference with performance.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Blazea58](#) on Tue, 24 Oct 2006 02:21:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Remember: Polygons are not a problem, textures are.

I would say its a little bit of both. Polygons aren't a problem on the ren engine until you are dealing with extreme numbers. With roleplay 2 it is more so the ammount of textures being rendered at once which is giving most if not all the slow down in preformance.

I would like guns/vehicles to have a certain polygon average so some things don't look crappy with bump mapping , others would just have that detail modeled instead.

Basically if anyone has stuff below "next gen" polygon counts ill be more then happy to use them, just as long as its not 5000 polygons for a pistol

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [icedog90](#) on Thu, 26 Oct 2006 06:58:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, I started to model a Glock 17 for you guys since it was on the list. I'm almost done... I just have to fix a few things, add a few more missing details, optimize it, etc.

the polycount is only 966.

tell me what you think.

File Attachments

1) [surprisesurprise.jpg](#), downloaded 340 times



Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Canadacdn](#) on Thu, 26 Oct 2006 21:07:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's nice, although do you plan to skin it too?

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [icedog90](#) on Thu, 26 Oct 2006 21:18:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

sorry, I can't texture nor unwrap.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Canadacdn](#) on Thu, 26 Oct 2006 23:14:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damn, because out unwrapper also seems to have dissapeared into thin air.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Dave Anderson](#) on Thu, 26 Oct 2006 23:17:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:It's nice, although do you plan to skin it too?

Icedog just spent several hours of his time doing something he did not have to do for you and posted it as a surprise. The least you could have done is show a little more gratitude towards what he has done for you. I find that your statement: IE: "do you plan to skin it too" was very rude in that context.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Goztow](#) on Fri, 27 Oct 2006 06:27:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Am a bit late but you know;; this is teh kind of stuff u could submit as news for rencommunity.com. Find the link for it on the forum index or click here.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Blazea58](#) on Fri, 27 Oct 2006 10:00:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's a really nice job you have done on the Glock, and i highly appreciate it. Either way i am confident i can get someone, or grab 3ds and start tryin to learn for myself.

Maybe the way canadacdn put it was quite harsh, but in reality when we have more untextured items then not, it tends to rack up. Venom made like 12 vehicles which still haven't been implimiented either since the unwrapping itself takes a while, let alone getting nice textures within, boning, rigging ingame etc.

And yea i do like to update the community, but i always am fixing current problems with the map, so i don't like to announce until i am confident that it's going somewhere.

Alot of map progress has been done, it is just we need weapons/vehicles to make the gameplay a bit more intresting.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Blazea58](#) on Fri, 27 Oct 2006 10:02:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

oops double post

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Canadacdn](#) on Fri, 27 Oct 2006 23:59:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's an excellent model, I only had a question. Sorry if I offended you, icedog.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Spice](#) on Thu, 02 Nov 2006 01:13:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Blazea58 wrote on Sun, 22 October 2006 22:08
That sounds really interesting, and would be really nice to use.

<http://www.renegadeforums.com/index.php?t=msg&th=21816&start=0&rid=1729>

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Canadacdn](#) on Fri, 03 Nov 2006 01:45:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah, that E3 tank is really nice, as well as the old E3 buggy. It would be fun to drive around over the dunes in the desert.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Dave Anderson](#) on Fri, 03 Nov 2006 06:55:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

I like the E3 buggy too, it was very well done.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [crazfulla](#) on Tue, 07 Nov 2006 12:49:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here is the M4A1 (the gun not the tank)

Pic:

<http://www.renhelp.net/downloads/models/Weapons/m4a1.jpg>

DL:

<http://www.renhelp.net/index.php?mod=Models&sub=Weapons>

I didn't make it, so I have no idea how many polys it is.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Blazea58](#) on Tue, 07 Nov 2006 19:03:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea that gun looks pretty sweet, good modeling overall. We would probably use that if we could get it textured, other then that its a good start.

Here is some random pics of new stuff and the map ingame. This map has gone a really long ways, and i would hate to see the result of it nothing more then a "beta"

Still alot of work to do though such as texturing new areas, but as i get those done ill merge them into the map. Help in any area is appreciated, if you see something missing and have a model, or make one i would be more then happy to texture terrain or buildings.

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Jerad2142](#) on Sat, 11 Nov 2006 20:06:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Graveyard is good, binoculars need work (specifically textures)!

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Halo38](#) on Sat, 11 Nov 2006 20:14:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just to let you know that M4A1 is already unwrapped

Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Blazea58](#) on Sat, 11 Nov 2006 23:43:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cool thats perfect then, and yea about binoculars that was just a test texture to slap on it, otherwise id want it unwrapped.
