
Subject: Sunart- Total Conversion for Renegade
Posted by [Cnc_Pwnr69](#) on Fri, 27 Apr 2007 04:13:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello, good community of RenForums. I am (temporary) Public Relations assistant, Cnc_Pwnr69. The Sunart total conversion project is something entirely different from the Renegade modifications already out now: it has nothing to do with Command and Conquer. How's that for originality! The Sunart team has released development journals, just as Reborn and A Path Beyond have their Dev. Blogs. However, the journals are not as plentiful, and only a bit of concept art is available. What I've come here for is a request for assistance further developing the project and even jobs.

Staff list:

Bluesummers - Lead Developer and Sound Engineer
TomatoSlayer - Web Master, Co-leader, and Head of Public Relations
Foehammer - 3D Artist and Texture Artist
V0LK0V - Senior Advisor and Art Director
Dark - Lead Modeler
Paradox - W3D Skeletal Specialist
Proudy - 3D Artist
muzzoid - Concept Artist
Cnc_Pwnr69 - Public Relations

Silent_Paws used to be another artist, but due to complications he left the team. Here's the journals we have so far. (source APB and AR2 forums)

Journal 1

Quote:Hey guys! Bluesummers here. Today I got a few updates from my wonderful team. I have both good news and bad.

First the bad, Dark, former member of Sunart, is leaving us. He simply does not have the time anymore.-- This statement is inert.

HOWEVER, The good news here.

Dark, before leaving, has finished the animations for the War Factory, Which he has finished halfway. The rest of it shall be finished by our primary modeler, Foe

Some shots

Vehicles and the main part is all underground. Vehicles raise up through the Large hole, stairs for soldier entry are under the rectangle hole.

ALSO!

Our mystery Modeler, found some time last night to help out Sunart with the Deployable turret model.

This Turret is a build able base defense that Advanced Engineers can construct, controllable via AI or players in the barracks.

Anyways, that is it for this Dev Journal, Models from Nickless and a logo from VOLK0V in the next one!

see you then!

Your friendly Mod leader

Jen Bluesummers

Quick update, the main menu theme is done, it is a remixed classic you might have heard of. I had to pull a few insterments and give it a slight echo.

<http://download.yousendit.com/1EA3DE9112366CFA>

Give me your opinions!

Journal 2

Quote:

Hello from the SunArt Development Team. This week's Dev. Blog is brought to you by the awesomeness that is teh K0V. Unfortunately, due to a few setbacks, the last few weeks of Dev. Blogs have had to be cancelled at the last minute. So, I promise this week's will be as full of information as I can make it!

Getting started, STAFF UPDATES! We have 4 new members to the team, and one returning face, whom we all <3. The four newbies are Proudly, 2D/3D Promotional Artist, Silent_Paws, 2D Promotional Artist, Muzzoid, Conceptual Artist, and Anthrax (Ant`), writer. The returning member is none-other than Dark, Head of the Modeling Devision/Modeler. With these additions to the team, expect the workflow to improve as we get more and more done.

show you, plus one from your's truly. The first two are some wallpapers that Proudly and Silent_Paws have put together.

Here they are:

Proudly's Work

Silent_Paws's Work:

Expect a full set of resolutions soon; I'm working on getting them all hosted by our beloved Webmaster TomatoSlayer.

Up next we have Muzzoid's concept art of one of the Tardigrades (working name for the aliens).

He occupies a bit of an Administrator's role in commanding the vast armies of the Tardigrades', which is why he doesn't seem quite Combat Ready. Don't expect to run into these guys all too often, but when you do, he will pack a punch.

And finally we have my own final draft of the Earth Republic's logo/flag.

In other news we are working on getting the ModDB page updated, expect it to be finished up sometime within the week, and hopefully we'll also have some of Anthrax's work to show off as well. Also expect a model from NiCKLESS, and hopefully another logo, it all depends on many factors. And finally, if I'm not mistaken we'll have some more concept art from Muzzoid along with another model from Foe. Nothing is final as of right now though, so this may change.

Anyway, thanks for reading guys. Next week's Dev. Blog, as of right now, is on schedule, so look forward to it.

And be sure to register at our Forums here.

KOV out.

Journal 3

Quote:

Hello, hello! It's been a while since we've shown you guys some goodies from us at SunArt. Well, we have a plethora of news to entertain you with.

The most striking news we have for you is....

Wait for it..

...I completely and utterly broke the forums! Yup, I was looking for some new styles to apply to our drab little bulletins, and wouldn't you know it, it worked about as well as a hang glider in a vegan restaurant (don't ask). There's nothing I can do about it unfortunately. But not to worry, I'm sure our host can get them up and running soon. I hope...

Anyway, since our last little bit, we had said that there were some promotional wallpapers for you folks that were made by Proudly and Silent_Paws. You can pick those up at <http://sunart.ktserv.com/media.php>. There are 800*600, 1024*768, 1152*864, and 1280*1024 versions up for grabs, or you can get all four in a zip archive if you wanted to.

Meanwhile being busy staring at your new wallpaper, take some comfort in knowing that Anthrax is finishing up the story. When he's done, it'll probably be around that time to take a break from looking at that fancy picture on your computer screen to be updated on that.

To add to the pretty wallpapers, we have some more concept art from the amazingly talented muzzoid. Here, we have pictures of the Earth Republic artillery.

Closed:

Deployed:

As you can see, these concepts are really great work. I mean, I would just slap those on two dimensional models and play like that if I had the chance. But, you know, that wouldn't be too fun, would it?

Well, I hope this satisfied any hunger for our (late) development journal. For now, I must drift into unconsciousness. Until next time! ^^

So, a quick recap:

- Mod for Renegade.
- Needs extra employees (modelers, texturers, etc.)
- Wiki is <http://sunartwiki.pbwiki.com/>
- Sunart main page is <http://sunart.ktserv.com/index.php>
- We have a forum, but Tomatoslayer broke it. Bad Tomatoslayer.

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [Jerad2142](#) on Fri, 27 Apr 2007 04:39:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

You have obtained my interest, which is the first step to success (gain a persons interest anyways).

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [Ryu](#) on Fri, 27 Apr 2007 06:51:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

And mine.

Looks very unique.

(can't even spell that! !)

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [nopol10](#) on Fri, 27 Apr 2007 09:17:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

What is the story?

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [Jerad2142](#) on Fri, 27 Apr 2007 16:57:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

nopol10 wrote on Fri, 27 April 2007 03:17 What is the story?
Don't rush people, otherwise they make a crappy story line.

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [Cnc_Pwnr69](#) on Sat, 28 Apr 2007 02:48:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Actually, I'm planning on writing the storyline and script, if V0LK0V and Bluesummers agree on it.
The Wiki and main Sunart page all the released knowledge about the mod, storyline and all.

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [Bluesummers](#) on Sat, 28 Apr 2007 03:04:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

the wiki has the back story 75% done, the story evolves as the game progresses, multilayer events determine the end result of story branches

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [Spice](#) on Sat, 28 Apr 2007 11:31:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

That turret render was unfinished. Here's the finished version:

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [PaRaDoX](#) on Mon, 30 Apr 2007 00:26:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like where this is going.

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [Bluesummers](#) on Mon, 30 Apr 2007 00:27:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Don't forget!, if you can help in any way shape or forum please email me and the Sunart team

Jen.Bluesummers@gmail.com

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [Cnc_Pwnr69](#) on Mon, 30 Apr 2007 00:45:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's right, Sunart is in need of staff members.

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [OWA](#) on Sun, 06 May 2007 15:21:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

I just joined this. This mod is going to be awesome, anybody with experience in modding renegade should join this primarily because it is differant and it has the scope for the imagination.

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [CarrierII](#) on Sun, 06 May 2007 15:49:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm more than happy to help with back story writing

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [jamiejrg](#) on Sun, 06 May 2007 15:55:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow, this looks really cool!

I have a few side projects going on but I might be able to help in the modeling and texturing area. I'll definately get back to you guys.

Jamie

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 06 May 2007 21:52:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Was wondering what was happening here, good job guys

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [Viking](#) on Sun, 06 May 2007 22:31:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can make cool buildings what you need and ill make one and see if you like it?

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [icedog90](#) on Mon, 07 May 2007 06:19:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am capable of making low poly weapon models and maps for Renegade. Let me know if you would like me to help in any kind of way.

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [Ryu](#) on Mon, 07 May 2007 08:11:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you need a website manager, (Setting up forums, portal, maintaining website etc ect) I'm happy to help.

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [Cnc_Pwnr69](#) on Fri, 11 May 2007 03:13:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just me again. I'm doing the new journal for Sunart for today.

First up, staff updates. Bad news first, yes? Our previous 3D Modeller, beloved NiCKLESS has drifted from the dev team and and is no longer with us.

Now, we're in dire need of new staff. In particular, 3D Modellers, Coders, and Texture Artists. If anyone is willing to contribute or join, poke into #sunart or PM Bluesummers.

However, all is not lost, as I proudly announce the EPIC return of VOLKOV to the throne! =D He has returned, to administer his leetness to us.

Now, I've got a little treat for you! See the concept sketch of the Artillery shown above? One Winged Angel of Apocalypse Rising send us a WIP model, here.

The Sunart storyline is coming along, if you haven't seen it here. You can thank Anthrax for writing that up, but I may consider keeping it up.

That's all I can think to write, so how's that for my first dev blog? Next time, we'll watch as VOLKOV commits mass takeover of Sunart, and Bluesummers becomes his snuggly pleasure bear.

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [CarrierII](#) on Fri, 11 May 2007 12:10:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

irc.n00bstories.com - #sunart or is it a different server?

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [Ryu](#) on Fri, 11 May 2007 22:42:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

You nailed it, Carrier!

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [cmatt42](#) on Fri, 11 May 2007 23:36:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Also, the site is moving from sunart.ktserv.com to sunart.echo-gen.net. Hopefully we'll have better support than our last host.

Subject: Re: Sunart- Total Conversion for Renegade
Posted by [Urimas](#) on Fri, 11 May 2007 23:39:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

you need a weapon animator if you do you might want to see my work ^^ if you want me just ask.
