
Subject: I'm kind of torn here....

Posted by [GrayWolf](#) on Sat, 28 Apr 2007 07:54:19 GMT

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For the past couple of days I have been working on my own total conversion mod. *For some reason.* Anyways, This always happens to me. I get started on something then I get board with it. I have lots of models and textures that I really feel that would be going to waste if I just stopped. I am currently either looking to join an already in progress mod team or I'm going to start uploading my chars/vechs/buildings/maps/textures for anyone who wants them....

I really don't know what to do. I've probably honestly started 4 total conversion mods. All with great stories behind them and I made some sweet ass models for the mods got a few days in then the hype kind of faded and then I just stopped. On my computer and on cd's I literally have 1,000+ models in .gmax/.3ds format. I also have lots of textures. What I really want to do is start my own game using a different engine. I tried that. It's friggin hard by myself. Then for some reason I come back to renegade, the place where it all started. I suppose I come back because I know how to do pretty much everything on the renegade engine and it's surprisingly easy and versatile

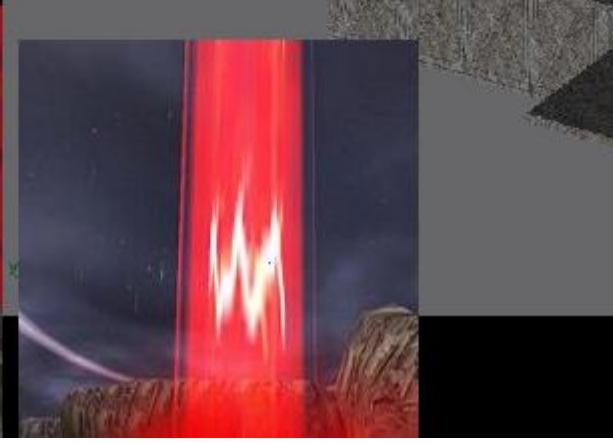
So I guess this is a plea either let me help some already established team make some stuff or let me at least give these models away so they go to good use and not to waste, or give me some advise here please.

I have way more models than pictured here.

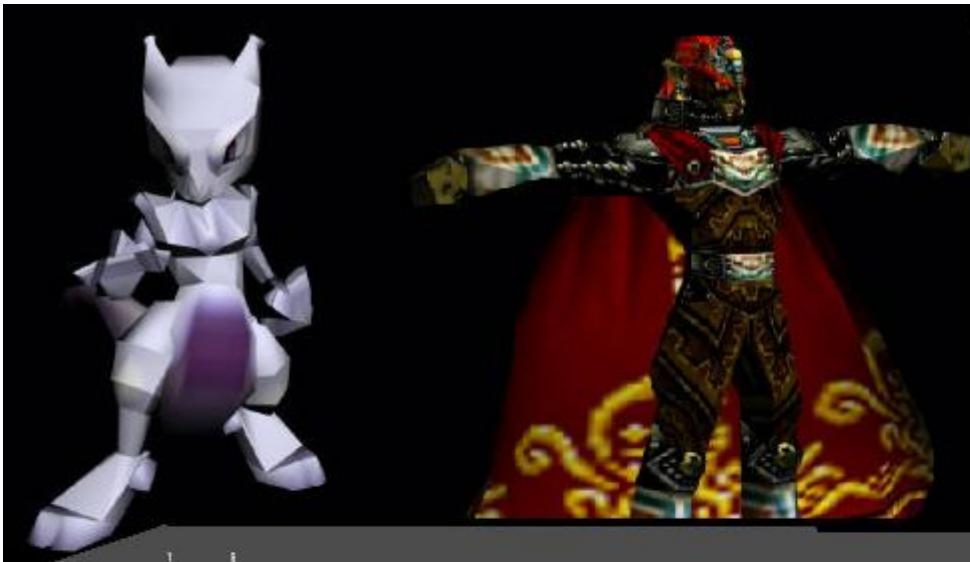
File Attachments

1) [1.JPG](#), downloaded 944 times

Perspective:



2) [2.JPG](#), downloaded 933 times



Subject: Re: I'm kind of torn here....
Posted by [Scrin](#) on Sat, 28 Apr 2007 09:28:37 GMT
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GrayWolf wrote on Sat, 28 April 2007 02:54

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So I guess this is a plea either let me help some already established team make some stuff or let me at least give these models away so they go to good use and not to waste, or give me some advise here please.

I have way more models than pictured here.

wtf some of these pics is Di3HaRdNL stuff..... .

Subject: Re: I'm kind of torn here....

Posted by [Slave](#) on Sat, 28 Apr 2007 11:16:41 GMT

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why do you always insist on quoting stuff thats right under your nose?

Subject: Re: I'm kind of torn here....

Posted by [GrayWolf](#) on Sat, 28 Apr 2007 16:56:15 GMT

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scrin this is my stuff im hero2112. Di3HaRdNL did half of the red ion cannon i did the other half. he did the texture i did the smoke and particles.

Subject: Re: I'm kind of torn here....

Posted by [Scrin](#) on Sat, 28 Apr 2007 17:04:53 GMT

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GrayWolf wrote on Sat, 28 April 2007 11:56scrin this is my stuff im hero2112. Di3HaRdNL did half of the red ion cannon i did the other half. he did the texture i did the smoke and particles. OO omfg its you... well its nice... and you still not give me sniper lasers? if not,ok

Subject: Re: I'm kind of torn here....

Posted by [ballstein](#) on Sat, 28 Apr 2007 17:35:25 GMT

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Hey Graywolf, check out www.renegade2007.com

These guys are making a renegade conversion with the UT3 engine. It's looking pretty sweet but the need help with it. I'm sure they could use your help.

Subject: Re: I'm kind of torn here....

Posted by [Blazea58](#) on Sat, 28 Apr 2007 18:03:08 GMT

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Wow all of those models are great, especially those character pictures you got there. It would be really great to have those things in roleplay 2, there is always things being added and is always in progress. If you would like to do modern work like that it would be really helpful for my map. Those cars also look really nice, i think they have great quality overall. I am always looking for modern stuff, also without going overboard on polygons. Would be great to see some of your other work as you have noted you have much more. Roleplay2 could benifit greatly with vehicles/characters/buildings/worldspaces, and there is always room to squeeze more polygons into the already 187,000 there is in it.

If you would like to contribute to roleplay2 you could pm me or contact me on aim (blazea58) and we could see about getting some of your work into the map.

Subject: Re: I'm kind of torn here....

Posted by [Jerad2142](#) on Sat, 28 Apr 2007 18:18:36 GMT

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Blazea58 wrote on Sat, 28 April 2007 12:03Wow all of those models are great, especially those character pictures you got there. It would be really great to have those things in roleplay 2, there is always things being added and is always in progress. If you would like to do modern work like that it would be really helpful for my map. Those cars also look really nice, i think they have great quality overall. I am always looking for modern stuff, also without going overboard on polygons. Would be great to see some of your other work as you have noted you have much more. Roleplay2 could benifit greatly with vehicles/characters/buildings/worldspaces, and there is always

room to squeeze more polygons into the already 187,000 there is in it.

If you would like to contribute to roleplay2 you could pm me or contact me on aim (blazea58) and we could see about getting some of your work into the map.

I have to agree with him. RP2 could use your skills.

more stuff = happier me!

Subject: Re: I'm kind of torn here....

Posted by [TSS888](#) on Sun, 29 Apr 2007 07:40:48 GMT

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RP2 could seriously use that sweet APC or infantry fighting vehicle.

Subject: Re: I'm kind of torn here....

Posted by [YSLMuffins](#) on Tue, 01 May 2007 01:33:06 GMT

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Definitely look for a team that will use them! Otherwise, I'm sure the community will make use of your contributions if you feel they'll only go to waste.

Subject: Re: I'm kind of torn here....

Posted by [OWA](#) on Thu, 03 May 2007 15:19:20 GMT

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I have a much better idea. Join the Red Alert 2: Apocalypse Rising and Red Alert: A Path Beyond team! We are totally committed to making the Red Alert games into FPS and we have a nice big community along with lots of added opportunities and bonuses

<http://www.apathbeyond.com>

You seem like a very talented individual and what you have shown has impressed me a lot. We could really use your help. The Soviets are waiting comrade.

Subject: Re: I'm kind of torn here....

Posted by [cfehunter](#) on Tue, 05 Jun 2007 13:32:13 GMT

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As my co-leader said, you're very talented, if you want a place on the team we'd love to have you with us.

Subject: Re: I'm kind of torn here....

Posted by [Sn1per74*](#) on Tue, 05 Jun 2007 13:46:06 GMT

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I like your Ganandorf.

Subject: Re: I'm kind of torn here....

Posted by [Oblivion165](#) on Tue, 05 Jun 2007 14:35:27 GMT

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Too bad he stole at least one model, who knows how many more:

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/309347>

That MewTwo and Ganandorf reek of export as well.

EDIT: Even though he never said "I made this very model" it was implied over different topics.

Subject: Re: I'm kind of torn here....

Posted by [Recon](#) on Tue, 05 Jun 2007 15:15:35 GMT

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lmao, u guys asking without reading his topic

Subject: Re: I'm kind of torn here....

Posted by [GrayWolf](#) on Tue, 05 Jun 2007 19:55:08 GMT

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Yeah buddy I never said I made all of these and yes the pokemon I imported from n64 roms. Honestly the only thing I made from scratch was the firebird model.

I also said "On my computer and on cd's I literally have 1,000+ models in .gmax/.3ds format. I also have lots of textures." This is a mixture of stuff that I made and download. I'm simply saying I have a lot of resources.

Why are you trying to make me look bad Oblivion165? I thought we was buds.

Subject: Re: I'm kind of torn here....

Posted by [jamiejrg](#) on Tue, 05 Jun 2007 20:25:29 GMT

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Oblivion165 wrote on Tue, 05 June 2007 15:35Too bad he stole at least one model, who knows how many more:

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/309347>

That MewTwo and Ganondorf reek of export as well.

EDIT: Even though he never said "I made this very model" it was implied over different topics.

Chill. So what if he MIGHT have insinuated that he made them. In the end, if he gets accepted to a team, one of 2 things will happen.

1) He is actually skilled and he makes a great addition to the team.

Or

2) He actually blows at modeling and they don't need his 'skill' after all.

Either way the universe works itself out accordingly and justly.

Jamie

Subject: Re: I'm kind of torn here....

Posted by [Oblivion165](#) on Tue, 05 Jun 2007 20:47:31 GMT

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GrayWolf wrote on Tue, 05 June 2007 15:55Yeah buddy I never said I made all of these and yes the pokemon I imported from n64 roms. Honestly the only thing I made from scratch was the firebird model.

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Why are you trying to make me look bad Oblivion165? I thought we was buds.

I just wonder why you would put models up for grabs that were simply a click and extract for a presentation/portfolio. Asking to be accepted in a mod team with other peoples work is.....<insert obvious here>

And do I know you? I have no problem with you at all, it's just I think credit is due to all authors and when you posted these things you did do the right thing and didn't say you made them, however you didn't say that you didn't.

Subject: Re: I'm kind of torn here....

Posted by [GrayWolf](#) on Tue, 05 Jun 2007 22:08:03 GMT

Let me clarify. In the pictures you see, there is a mixture of my work and work of other people. Everything in the pictures I do have in my possession and have permission to use these models in my projects as long as I don't try and sell them. I do consider myself to be good at modeling, I suck at texturing however.

Oblivion165 I use to ask you for help a while back and I use to help you with just a few things. It was a while ago so you may not remember me, your still on my msn.

Even If I'm not the best modeler I still have very vast resources. I want my resources to go to good use. A lot of the time I get a model and I end up changing up to 25%-75% simply because I have a hard time starting from scratch I like to have something else to start off of. Also models need to be converted and edited to even make it into renegade.

I still would be a vital assets to a mod team simply because of my knowledge of renegade and renegade editing and like I've stated several times I have lots of resources.

I'll try and be more clear from now on.
