Subject: Renegade 2007 is Recruiting
Posted by [NE]Fobby[GEN] on Wed, 04 Jul 2007 18:58:51 GMT
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Hey guys. As many of you may know, Ren2007 is a mod for UT3, and we're recreating Renegade on a renewed engine. We had recently made a major update of our progress on the General forum:

 http://www.renegadeforums.com/index.php?t=msg&th=25011&start=0&rid=3 158

I'd like to say that the Renegade 2007 team is recruiting.

If you're a Texture Artist or a Character modeler, and you're interested in working with a large and experienced team, apply for membership.

So far we have a vast amount of members, all of which are from the C&C modding community. We have people from total conversions such as CNC Reborn, RA: APB, RA2: AR, and much more. Here's our list of members:

[NE]Fobby[GEN]- Lead Developer, Team Manager, Sound Engineer
Titan1x77- Lead Developer, Level Designer, Level Editor, Mod Editor
Mighty BOB!- Public Relations (C&C Community)
[NE]Patriot[LT]- Public Relations (Renegade 2007 Community)
Ric- 3d Design/Modelling
JeepRubi- 3d Design/Modelling
Havoc89- All-round 3d and 2d graphics artist
M1Garand8- Objects Modeller
Phyre- 2d Artist, Promotional Artist
Anthrax- Lead Developer, Unreal Ed 3 Level Designed
Silent- Character modeller
Void- Web Design
Sloth- 3d Design/Modeling, Textures
Speedy059- Host
Mice16- Vehicle Modeller
Joey- Writer
sgtmay- Scripter
SoD.X- 3d Artist
Soviet_Deso- Texture Artist
PiMuRho- Texture Artist
Deathlink 6.0- Buildings modeler
War-Lord- Main Coder
Ruddles- Coder

Freelancing Members:
Mick
Renardin
Onelegout

We also have freelance positions available for anyone only willing to come by for a short period of time. If you're interested in joining this project, email me (you can find my MSN in my profile) or post on our forums at www.renegade2007.com

Thanks,

Renegade 2007 Development

Subject: Re: Renegade 2007 is Recruiting
Posted by Viking on Wed, 04 Jul 2007 21:25:17 GMT
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Get Blazea58 he is good at doing terrain!

Subject: Re: Renegade 2007 is Recruiting
Posted by ETKkillr on Wed, 04 Jul 2007 21:31:54 GMT
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ill join man id love to parteh teh team

Subject: Re: Renegade 2007 is Recruiting
Posted by [NE]Fobby[GEN] on Thu, 05 Jul 2007 03:13:05 GMT
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What can you do?

And I don't think Blazea's interested

Subject: Re: Renegade 2007 is Recruiting
Posted by Genesis2001 on Thu, 05 Jul 2007 03:27:01 GMT
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I can do SOME Leveledit work if you need it

edit I can minimal mapping too. I am also *re*learning C++, but I still need to get some experience under my belt before I'll put that on my "application" and I need experience with the W3D Engine and the Unreal Engine

My Skills:
-Mapping
-Leveledit (if needed)

-PHP/MySQL stuff (I suck at designing, but I know a thing or two about website coding and database design/managing)
-Public Relations, if needed.

-MathK1LL

Subject: Re: Renegade 2007 is Recruiting
Posted by [NE]Fobby[GEN] on Thu, 05 Jul 2007 04:17:37 GMT
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You wouldn't need any experience on the W3D engine, this mod is not on W3D. Just wait for Unreal Tournament 3 to come out, and download their editor.

Subject: Re: Renegade 2007 is Recruiting
Posted by _SSnipe_ on Thu, 05 Jul 2007 11:14:57 GMT
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im not good at modding at all but i can test anything any time

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Subject: Re: Renegade 2007 is Recruiting
Posted by Ryu on Thu, 05 Jul 2007 11:34:00 GMT
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I find some games piss easy to texture for, Others are just a pain in the ass, Like Ren!

I could do some Texture work.

Subject: Re: Renegade 2007 is Recruiting
Posted by DL60 on Thu, 05 Jul 2007 18:24:08 GMT
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Plz Fobby its DeathLink6.0 not DeathLink 6.0

Subject: Re: Renegade 2007 is Recruiting
Posted by [NE]Fobby[GEN] on Thu, 05 Jul 2007 18:37:38 GMT
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Bah... one space bar doesn't make a difference   It took me a while to find a difference.