
Subject: Rise of Apocalypse: the Dawn of Nod.. First Official (pre-alpha) Trailer !!!!
Posted by [Stau](#) on Mon, 16 Jul 2007 21:04:25 GMT

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Yes ! you read correctly. Its finally here..

The mod that transforms Renegade into a totally new experience in the Tiberian Dawn universe, has finally released its first trailer.

After two whole years in production, we are finally able to show you a few of the things we have accomplished. You should note that everything seen is work in progress as it is all from the pre - alpha version of the mod. There are also some things left out due to various reasons that we will shed light upon later.

There are two different versions of the trailer. A low quality one (for those of you with low internet connections) one which you can stream directly from youtube.

And a high quality connection available at filefront. In aprox. 72 hours the high quality one should also be downloadable at our moddb profile.

You can get the low quality version of the trailer (streamed) [Here](#).

And the high quality trailer (38 megs, download or stream) [Here](#).

You can see a few pictures from the preview below. (note that the first one isnt included, but i stil figured id show it)

Again you should note, that a lot of our material wasnt showed for various reasons. I can reveal that we have aprox. 80 percent of the vehicles working and 50 percent of those are running smooth.

We have implanted various weapons. Shown here is only the fact that the weapons work ingame. We have yet to implant most of our weapons. Aprox 70 percent.

We have about 8 maps right now, with a base increasingly growing larger.

I will also reveal the names of our multiplayer game modes that you will be able to experience in the game (in its current state.. more might be added in the future)

Team Deathmatch
Capture the Flag
Assult
Sole Survivor
Command & Conquer

I will soon explain how each of these game modes work. Look for it in a upcoming blog.

[Website](#)
[Moddb](#)
[Forum](#)

Thats it for now, I hope that you will enjoy our showcase for this time ..
Regards.. Staude.

Rise of Apocalypse: the Dawn of Nod.
Behold the tiberium future, behold.. the beginning of the end..

Subject: Re: Rise of Apocalypse: the Dawn of Nod.. First Official (pre-alpha) Trailer
!!!!

Posted by [Tankkiller](#) on Mon, 16 Jul 2007 21:37:19 GMT

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Good. Good. But I recomend giving nod and gdi calico rifles used they accutully used in tiberium dawn.(called EAU-6 in the manual) other then that its okay.

Sorry to say but the ion cannon sucks.

Subject: Re: Rise of Apocalypse: the Dawn of Nod.. First Official (pre-alpha) Trailer
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Posted by [Staude](#) on Mon, 16 Jul 2007 22:20:59 GMT

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The AK is a place holder..

The GDI and Nod will use carlicos and m16s (minigunner) you can read about that in some of our blogs where it is mentioned.

Subject: Re: Rise of Apocalypse: the Dawn of Nod.. First Official (pre-alpha) Trailer
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Posted by [jnz](#) on Mon, 16 Jul 2007 22:37:13 GMT

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Too early.

Subject: Re: Rise of Apocalypse: the Dawn of Nod.. First Official (pre-alpha) Trailer
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Posted by [Jerad2142](#) on Tue, 17 Jul 2007 01:13:52 GMT

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Very nice for what phase it is in, you get everything looking as good as it looks in the first half of

that movie and I will be happy.
BTW what mods have you made recently RoShamBo?

And I thought the ion cannon looked awesome, it looks a lot much like C&C95's which is cool.

Subject: Re: Rise of Apocalypse: the Dawn of Nod.. First Official (pre-alpha) Trailer
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Posted by [jnz](#) on Tue, 17 Jul 2007 03:01:24 GMT

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Quite a few, I think it was too early. Never said it was bad.

Subject: Re: Rise of Apocalypse: the Dawn of Nod.. First Official (pre-alpha) Trailer
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Posted by [Cpo64](#) on Tue, 17 Jul 2007 04:41:46 GMT

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I don't approve of using footage that isn't something included or generated from your mod... esp in the preview pictures.

Subject: Re: Rise of Apocalypse: the Dawn of Nod.. First Official (pre-alpha) Trailer
!!!!

Posted by [Staude](#) on Tue, 17 Jul 2007 05:53:43 GMT

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Cpo64 wrote on Mon, 16 July 2007 23:41 I don't approve of using footage that isn't something included or generated from your mod... esp in the preview pictures.
What do you mean ?

If you mean you dont approve of us making FMV/Pre rendered material i really dont understand why ?

If you mean things not from the mod, the only thing we didnt make ourself is the part where you actually see kane. Everything else is ours... Even the music

Subject: Re: Rise of Apocalypse: the Dawn of Nod.. First Official (pre-alpha) Trailer
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Posted by [Cpo64](#) on Wed, 18 Jul 2007 02:35:05 GMT

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Truly? Well then... I retract my previous statement and replace it with "Impressive"
