
Subject: C&C Reborn
Posted by [Faramir58](#) on Fri, 20 Jul 2007 19:01:13 GMT
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Reborn team are needing help for their release, here is the latest news:

By: Renardin

Due to the dedication of my team... We have in 2 weeks lost the 2 people that were supposed to add all our assets in-game.

So what is the situation? After working for years with Spice(Exdeath) and Drakangel, they both left us with a nice and great post such as : "I quit."

You know what I am furious about that. Well I officialy announce that this mod will go on but yet again it is delayed because of some people...

So guys we are hiring:

- 2 or 3 mappers.
- Technical staff (rigging, uvw map, level-edit)
- Technical leader (someone who will "build" the mod from all our assets)

Reborn is done. I mean all our models and textures are ready. Even if redo some, everything is DONE! We can still replace models later and that's why I am improving my texture but mark my words : We have everything needed to release it but nobody to build it...

So help us!

So if you have/are good with any of these areas asked plz go to reborn forums, i feel they are really close to a release, they just need more help.

<http://cncreborn.planetcnc.gamespy.com/forumreborn/index.php>

Subject: Re: C&C Reborn
Posted by [sadukar09](#) on Fri, 20 Jul 2007 19:08:54 GMT
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So...you are saying it will be ready in a few months?

Subject: Re: C&C Reborn
Posted by [Sn1per74*](#) on Fri, 20 Jul 2007 19:10:44 GMT
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sadukar09 wrote on Fri, 20 July 2007 14:08So...you are saying it will be ready in a few months?

If he gets helpers.

Subject: Re: C&C Reborn

Posted by [IronWarrior](#) on Fri, 20 Jul 2007 19:58:34 GMT

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What kind of Level Edit work do you need someone to do?

Subject: Re: C&C Reborn

Posted by [Tankkiller](#) on Fri, 20 Jul 2007 20:08:14 GMT

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Basicly ready all the maps (tiberium feild, etc.) Some unit Rigging. Pm regardin

Subject: Re: C&C Reborn

Posted by [IronWarrior](#) on Fri, 20 Jul 2007 20:23:05 GMT

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tankkiller wrote on Fri, 20 July 2007 15:08 Basicly ready all the maps (tiberium feild, etc.) Some unit Rigging. Pm regardin

Ah if its just that stuff, I can do that then.

Subject: Re: C&C Reborn

Posted by [crazfulla](#) on Fri, 20 Jul 2007 20:48:45 GMT

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want someone to make and/or finish maps in LE?

BLOG

At your service.

I don't have many finished works, lol, but what I have made works well. Download this map I know the terrain is kinda crappy (was a modified version of a previous map) but you can see I love working in Level Edit Besides since then I have taken a few pointers off Halo38 and Titan1x77 so one would expect new skills in terrain modelling to have come along.

Subject: Re: C&C Reborn

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 20 Jul 2007 23:02:51 GMT

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Renardin speaks the truth. CnC Reborn's assets are done, and have been done for a very long time. In fact, most of the rigging is done as well, but we just need someone to put the assets ingame.

Subject: Re: C&C Reborn

Posted by [Sn1per74*](#) on Fri, 20 Jul 2007 23:04:12 GMT

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I've been waiting for this mod for so long.

You should get twice the amount of people to get it done FASTER!

Subject: Re: C&C Reborn

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 20 Jul 2007 23:21:02 GMT

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Heh, we would, but unfortunately the Renegade community is really small. So therefore, the talent pool is small as well.

Subject: Re: C&C Reborn

Posted by [Genesis2001](#) on Sat, 21 Jul 2007 04:30:12 GMT

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I can do leveledit work for you guys if you'll take me

-MathK1LL

Subject: Re: C&C Reborn

Posted by [Viking](#) on Sat, 21 Jul 2007 06:54:11 GMT

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I can map but I dunno if I wanna help.

I always start off mapping like, "YEAH THIS IS GONAN FUCKING OWN HELL YEAH WHOOO!!!"

then like later that day

"Bah, I don't feel like it anymore..."

Subject: Re: C&C Reborn
Posted by [R315r4z0r](#) on Sat, 21 Jul 2007 07:13:22 GMT
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I am the exact same way. One time it took me a year and a half to make 1 map. Not because it was hard, but because I got board and stopped months at a time.

For an even longer time I have another map that I am still to this day remaking the terrain. It is possibly the second biggest renegade map ever (Afghanistan is 1st) I just keep losing interest in it...

Subject: Re: C&C Reborn
Posted by [crazfulla](#) on Sat, 21 Jul 2007 08:08:28 GMT
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o.O same lol. If I had a specific goal to achieve it would be easier though. I am doing well with Reneagde 1942 so far.

Subject: Re: C&C Reborn
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 23 Jul 2007 18:26:13 GMT
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See this thread if you're interested in helping out:

<http://cncreborn.planetcnc.gamespy.com/forumreborn/viewtopic.php?t=365>

Subject: Re: C&C Reborn
Posted by [IronWarrior](#) on Mon, 23 Jul 2007 19:35:56 GMT
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Cool.
