
Subject: Bluehell Productions are Recruiting.
Posted by [OWA](#) on Sat, 21 Jul 2007 12:34:23 GMT
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Bluehell Productions, the teams behind the two Renegade Total Conversions RA: A Path Beyond and RA2: Apocalypse Rising have several positions that need filling.

We are in need of:

-Weapons, Characters and general object riggers so that our creations can be put into game.

-Mappers to make beautiful and natural looking maps that are fun to play. Also to fix up a lot of archived content that could do with a few touchups.

Any other applications for any other skills (other than rigging) will be looked at as well, since the more renegade modders we have on board, the merrier.

The renegade community is thinning in this day and age so we aim to provide a place for Renegade modders to use their skills towards something great. Our total conversion mods aim to bring back the old C&C Games in full three dimensional FPS/TPS glory, experiencing the battles from a new, interesting perspective that has never been successfully completed before. We are always looking into ways of making the Renegade engine miles better than it ever was with new experimental lighting effects, courtesy of Saberhawk, the lead graphics programmer.

Apply now if you want to be part of the future of Renegade modding.

Our official forums are here.

Contact me by Email or Live Messenger at one.winged.angel.ben@gmail.com
Or just drop me a PM or post in this thread so we can see what you are capable of

Subject: Re: Bluehell Productions are Recruiting.
Posted by [Blazea58](#) on Sat, 21 Jul 2007 14:58:00 GMT
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I could possibly help by making a map or two, but otherwise in terms of more advanced stuff like animating, boning and level edit, i am at a loss.

Subject: Re: Bluehell Productions are Recruiting.
Posted by [drunkill](#) on Sat, 21 Jul 2007 15:07:03 GMT
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That's fine, we are probably looking at two or three people, we don't expect everyone can do everything, else we wouldn't be needing some extra hands.

A couple of maps would be fantastic, i still remember having some fun times on your helms deep map.

Subject: Re: Bluehell Productions are Recruiting.
Posted by [Genesis2001](#) on Sat, 21 Jul 2007 17:27:43 GMT
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If someone can add the buildings to maps, I can make the terrain. Building is something I've never mastered very well. :/

Also, I'm good at LE for setting up maps (spawners, tib/ore fields, et cetera).

-MathK1LL

Subject: Re: Bluehell Productions are Recruiting.
Posted by [nodelites](#) on Sun, 22 Jul 2007 15:18:53 GMT
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I can give you some great wartime sounds. I also have moderate skill with lvledit.
