
Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Sun, 16 Feb 2003 23:23:00 GMT
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The Renegade Alert mod team is looking for a bit more assistance in completing the mod on an accelerated schedule. The needed positions are: Weapons modeler: Be able to visualize Red Alert universe weapons and completely model and skin them. 2D Interface Design Artist: The 2-D artist will create the mod interface, including the menus, loading screens, and other 2-d art applications within the mod. Those who are skilled at making wallpapers and skinning would be advantaged in applying. Mapper: This position will work closely with the team mapper (Myself) and art director to create quality maps based in the Red Alert universe, and must be able to implement scripts and other functions into the maps. Anyone who applies must be proficient in their area and be able to produce, we don't have time to add slackers to the team. You must also be able to work well with others and carry out instructions, and be relatively proficient in the English language (sorry, we can't run a mod team through babelfish). Interested applicants should send some samples of their work to ra1mod@cncrenegade.info. Don't miss this chance to join the team of the most popular mod made for C&C Renegade!

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Mon, 17 Feb 2003 05:57:00 GMT
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Shouldn't the Weapon Modeler and Skinner be seperate? (I could do the models but not the skins) [February 17, 2003, 06:13: Message edited by: Sir Phoenixx]

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Mon, 17 Feb 2003 09:30:00 GMT
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quote:Originally posted by aircraftkiller2001: Get your mod team to make their own models... If you guys can actually do that without using something from Renegade.[Posted here]

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Mon, 17 Feb 2003 09:38:00 GMT
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What does him saying you should have your team make your mod, instead of getting everything from the community, have to do with him requesting more staff?

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Mon, 17 Feb 2003 14:53:00 GMT
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looks like I'm too late to apply for the weapons modeler position :/

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Mon, 17 Feb 2003 16:18:00 GMT
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aww man... i could have done it i can kinda skin the weapon models i made...here are some examples<http://www.n00bstories.com/image.fetch.php?id=2016356355><http://www.n00bstories.com/image.fetch.php?id=1729693172><http://www.n00bstories.com/image.fetch.php?id=1475983544>

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Mon, 17 Feb 2003 16:53:00 GMT
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quote:Originally posted by Havoc 89:aww man... i could have done it i can kinda skin the weapon models i made...here are some examples<http://www.n00bstories.com/image.fetch.php?id=2016356355><http://www.n00bstories.com/image.fetch.php?id=1729693172><http://www.n00bstories.com/image.fetch.php?id=1475983544>
Those are good models but how many polys are they?

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Mon, 17 Feb 2003 18:01:00 GMT
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If they're all optimized, etc., I'd say they're all under 700. They don't have that much detail...That first one is good...But the Franchi Spas-12 and the Pancor JackHammer look like crap... (not to be mean or anything)

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Tue, 18 Feb 2003 07:43:00 GMT
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I think that all of the guns look awesome! Havoc89, I need a gun modeler in my mod, would you care to help? Contact me on one of these: MSN: Maytridy@rochester.rr.comAIM: MaytridyDrums99E-mail: Maytridy@rochester.rr.com

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Tue, 18 Feb 2003 08:22:00 GMT
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quote:Originally posted by dead4ayear2: quote:Originally posted by Havoc 89:aww man... i could have done iti can kinda skin the weapon models i made...here are some examples<http://www.n00bstories.com/image.fetch.php?id=2016356355><http://www.n00bstories.com/image.fetch.php?id=1729693172><http://www.n00bstories.com/image.fetch.php?id=1475983544> Those are good models but how many polys are they? they are all under 1000 polyand i didnt optimised them

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Tue, 18 Feb 2003 15:14:00 GMT
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http://www.gibnynex.gi/home/sailinggibraltar/gfx/battle_lab.jpghttp://www.gibnynex.gi/home/sailinggibraltar/gfx/battle_lab1.jpghttp://www.gibnynex.gi/home/sailinggibraltar/gfx/Ore_Purifier.jpghttp://www.gibnynex.gi/home/sailinggibraltar/gfx/Ore_Purifier1.jpg<http://www.gibnynex.gi/home/sailinggibraltar/gfx/blackeagle2.jpg><http://www.gibnynex.gi/home/sailinggibraltar/gfx/turret1.jpg><http://www.gibnynex.gi/home/sailinggibraltar/gfx/patriot1.jpg> These are all old models I made (at least a year old) but they are the only pics of stuff that I've made I know they are all unskinned, this is because it was when I was learning how to model and they are all practice models and I couldn't be bothered to skin them.

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Tue, 18 Feb 2003 17:36:00 GMT
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Very nice JWP. The last one must be high poly though, lots of cylinders. How many polys is the last model?

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Tue, 18 Feb 2003 19:51:00 GMT
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quote:Originally posted by Havoc 89: quote:Originally posted by dead4ayear2: quote:Originally posted by Havoc 89:aww man... i could have done iti can kinda skin the weapon models i made...here are some examples<http://www.n00bstories.com/image.fetch.php?id=2016356355><http://www.n00bstories.com/image.fetch.php?id=1729693172><http://www.n00bstories.com/image.fetch.php?id=1475983544> Those are good models but how many polys are they? they are all under 1000 polyand i didnt optimised themEdit: ah nevermind I believe yah. [February 18, 2003, 19:57: Message edited by: dead4ayear2]

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Wed, 19 Feb 2003 04:13:00 GMT

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Why is it that every time someone sees a model that is alot better than what they can do that they automatically think it's super high poly?

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Wed, 19 Feb 2003 05:23:00 GMT
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I'm always interested in the polycount of models - polygon budgets are the bane of my existence, so I'm always curious. It doesn't mean it's a better model than I could have made...

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Wed, 19 Feb 2003 19:17:00 GMT
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quote:Originally posted by Sir Phoenixx:Why is it that every time someone sees a model that is alot better than what they can do that they automatically think it's super high poly? lol... yeah i noticed that too... but i think its because ppl get better at everything after sometime. i think thats why. btw the first model pic is the gun from Halo. but i made it.

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Wed, 19 Feb 2003 21:35:00 GMT
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quote:Originally posted by Havoc 89: quote:Originally posted by Sir Phoenixx:Why is it that every time someone sees a model that is alot better than what they can do that they automatically think it's super high poly? lol... yeah i noticed that too... but i think its because ppl get better at everything after sometime. i think thats why. btw the first model pic is the gun from Halo. but i made it. That AutoRifle could be useful for some CG I am planning on doing in the summer... Any chance of me gettin' that gun?

Subject: Renegade Alert needs your help!
Posted by [Anonymous](#) on Wed, 19 Feb 2003 21:57:00 GMT
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quote:Originally posted by JWP:http://www.gibnynex.gi/home/sailinggibraltar/gfx/battle_lab.jpghttp://www.gibnynex.gi/home/sailinggibraltar/gfx/battle_lab1.jpghttp://www.gibnynex.gi/home/sailinggibraltar/gfx/Ore_Purifier.jpghttp://www.gibnynex.gi/home/sailinggibraltar/gfx/Ore_Purifier1.jpg<http://www.gibnynex.gi/home/sailinggibraltar/gfx/blackeagle2.jpg><http://www.gibnynex.gi/home/sailinggibraltar/gfx/turret1.jpg><http://www.gibnynex.gi/home/sailinggibraltar/gfx/patriot1.jpg>These are all old models I made (at least a

year old) but they are the only pics of stuff that I've made I know they are all unskinned, this is because it was when I was learning how to model and they are all practice models and I couldn't be bothered to skin them.WOW them sa really good dude kinda look like lego's lol jk them good
