Subject: Renegade 2007 Xmas Update

Posted by [NE]Fobby[GEN] on Tue, 25 Dec 2007 01:23:07 GMT

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Raising Havoc.

Hey guys. Lots of news for December. Are you ready?

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Mod Database Top 100

Thanks to you, the fans, Renegade 2007 has hit the Top 100 mods in Mod DB's (www.moddb.com) 'Mod of the Year' awards.

We, as well as many other C&C mods, thank our fans for voting. We have made it to Phase 2, and therefore we call on you again. Simply visit our Mod DB (http://www.moddb.com/mods/8709/renegade-2007) and vote Renegade 2007. We are under the Unreleased Mods, Unreal Tournament 3 section. Every vote counts, so if you like what you're seeing in this mod, be sure to take a minute and vote Renegade 2007!

"Raising Havoc" Xmas Podcast

In this 19 minute podcast, Fobby, Titan1x77, and Havoc89 each take a few minutes to talk about a few points:

-Fobby talks about the Order of Omega network; or "OoO" which is a mod network between 8 different mods. Want to learn more about the OoO? Download the podcast!
-Titan talks about map style and game design
-Havoc89 talks about the new Unreal Editor, as well as the general art style of our mod

Stream the podcast off of our server HERE:
http://ren2007.totemarts.net/Podcast/Ren2007_December_Podcast.mp3

Concept Art Contest

We are looking for new concept art based on Renegade's original levels, this is intended to give the old maps a new theme or improved look. We don't want new layout ideas, just a new overall theme and look for each of Renegade's stock maps.

You may use real world photography in conjunction with a detailed drawing. Choose any way to show off how you'd imagine a classic renegade level would look like in the next gen. The winner(s) will have his/her art created in 3d for our mod.

For more information, visit this thread:
http://ren2007.totemarts.net/Forums/viewtopic.php?t=586

Captain Havoc's Head

And now to the pictures. Over the past month, we've been hard at work on a few art projects, some of which you will get to see today.

Namely, we've started our work on Captain Nick Parker - codename: Havoc, who is the main character of Renegade 2007. It is still a Work in Progress, so any constructive opinion is accepted at this time. We decided to take a more realistic approach on his face, since we have access to a better engine and therefore a lot more possibilities.

Here's our favorite Captain!

Modeled, unwrapped, and normal mapped by Silent0x. Textured by Havoc89.

GDI Officer

The GDI Officer is an advanced GDI character. He is looked at as a stronger version of the basic GDI soldier, as he carries a chaingun, a pistol and a timed c4 charge. We may also give him some binoculars. Created completely by Tintin!

R07_Hourglass

This is our first map, which is a remake of the original Renegade map, Hourglass. We decided to take a new art approach for this specific map; as we added more detail and general eye candy. This map has a gloomy look to it; other maps will have vibrant looks, as we are looking for a wide range of art styles in all our maps.

We will first be introducing a Vehicle CTF version of the map for our Unreal Tournament fans. We will be making the map available for you all to run around in and play online very soon.

Here is the VCTF R07_Hourglass, created by SoD.X!

See more pics on our site.

GDI MRLS

The MRLS (Mobile Rocket Launcher System) is a long-ranged multiple rocket launcher used by the GDI. It is used to counter the Nod Artillery. Although it is lightly armored, it packs a big punch against practically anything for a cheap price.

Modeled by Killa, textured by Havoc89

Timed C4

The timed C4 is an explosive charge that comes with every infantry. Lay it, and in 30 seconds it can take out pretty much anything. Three timed C4s on a building's Master Control Terminal can obliterate it.

Modeled by Ric, textured by JeepRubi

That's it for now guys! More updates coming soon, including an interview with Planet CNC, be sure to check our site soon!

http://www.renegade2007.com

Subject: Re: Renegade 2007 Xmas Update
Posted by sadukar09 on Tue, 25 Dec 2007 02:14:21 GMT
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Wow, thats really nice graphics!

Subject: Re: Renegade 2007 Xmas Update
Posted by Canadacdn on Tue, 25 Dec 2007 02:59:23 GMT
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"Woah, nice graphics! I'd like to get my hands on that game!"

Subject: Re: Renegade 2007 Xmas Update
Posted by Ryu on Tue, 25 Dec 2007 03:08:51 GMT
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Canadacdn wrote on Tue, 25 December 2007 02:59"Woah, nice graphics! I'd like to get my hands on that game!"

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qft.

mod looks fucking awesome Fobby. <3..

you guys are doing such a fine job!

all though.. the wall texture seems a little bland.. maybe get some alpha blendage goin' on in there and make it seems awesome?

forgive my bad grammar!! i'm too drunk..

Subject: Re: Renegade 2007 Xmas Update
Posted by trooprm02 on Tue, 25 Dec 2007 05:04:55 GMT
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wow......looks amazing...nothing more to say, but I can't wait for it to be availible. Hopefully, no hoverboards, and they can work out a good clone of C&C mode.

Subject: Re: Renegade 2007 Xmas Update
Posted by Viking on Tue, 25 Dec 2007 05:28:07 GMT
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So when do we get a Orca VTOL aircraft?

Subject: Re: Renegade 2007 Xmas Update
Posted by Goztow on Tue, 25 Dec 2007 22:57:09 GMT
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Maybe you could post this update at the renegadecommunity.com news?

Subject: Re: Renegade 2007 Xmas Update
Posted by bisen11 on Tue, 25 Dec 2007 23:39:56 GMT
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Hourglass looks purty.

Subject: Re: Renegade 2007 Xmas Update
Posted by m1a1_abrams on Tue, 25 Dec 2007 23:44:29 GMT
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Wow, that stuff looks really good. It's cool to see the same GDI Officer, just a lot more detailed. Good job on making Havoc look more realistic also, although I think he ought to still have his hawkish nose.

Subject: Re: Renegade 2007 Xmas Update
Posted by Gen_Blacky on Wed, 26 Dec 2007 04:42:29 GMT
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omg high poly ftw renegade engine would die after 2 secs.

tbh GJ getting stuff out there.

Subject: Re: Renegade 2007 Xmas Update
Posted by Speedy059 on Wed, 26 Dec 2007 05:35:44 GMT
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This is going to be a sweet mod. Although I don't do much for them, I get to see all their work. This mod is not going to slow down like reborn, these guys are good at what they do. I can't wait for it to be released. I bought UT3 a couple of weeks ago, can't wait to see it on a great new engine like ut3's.

Subject: Re: Renegade 2007 Xmas Update
Posted by HORQWER on Wed, 26 Dec 2007 14:09:36 GMT
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sadukar09 wrote on Mon, 24 December 2007 20:14Wow, thats really nice graphics!
the renders of the models are realy cool but ingame they dont realy look like them

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Subject: Re: Renegade 2007 Xmas Update
Posted by [NE]Fobby[GEN] on Wed, 26 Dec 2007 17:49:36 GMT
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We don't have any models ingame.

Subject: Re: Renegade 2007 Xmas Update
Posted by HORQWER on Wed, 26 Dec 2007 18:33:50 GMT
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huh ?

Subject: Re: Renegade 2007 Xmas Update
Posted by CarrierII on Wed, 26 Dec 2007 18:44:40 GMT
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Welcome to doing things slowly and carefully Horqwer. (Note, please get a name that's easier to type from memory, not putting a u after a q is odd)

Subject: Re: Renegade 2007 Xmas Update
Posted by [NE]Fobby[GEN] on Wed, 26 Dec 2007 19:14:42 GMT
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HORQWER wrote on Wed, 26 December 2007 13:33huh ?

If you don't know anything about mods then I don't know how to explain it to you.

Just look at the pictures, and say if you like them or not.

Subject: Re: Renegade 2007 Xmas Update
Posted by Starbuzz on Thu, 27 Dec 2007 17:34:15 GMT
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Once again, this update makes me really happy since I know the good things I am expecting from Renegade 2007. This is great and I congratulate the development team behind Renegade 2007!

The renders are great looking. GDI officer looks amazing and true to the original. Havoc is great too. As M1A1 says, I too miss Havoc's hawkish pointed nose (that we saw on the in-game low poly model).

But still, I would not mind since this is the next generation update. As long as Havoc has the "square head" as seen from the back, I am happy. Great job!

Good map work on the Hourglass remake! The textures also make the map look small but I understand this is for vehicle CTF. A lighter texture will make the map look bigger and true to the original. I understand the team is working on it.

Well...whoa...I have been ranting on. Great work and nice update, Fobby! Thanks to your hard work and commitment to the Renegade community!