
Subject: Renegade 2007 Xmas Update

Posted by [NE]Fobby[GEN] on Tue, 25 Dec 2007 23:01:54 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>
