
Subject: SCUD Storm mod

Posted by [NX01class](#) on Sun, 27 Jan 2008 20:22:58 GMT

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SCUD Storm is attempting to make a return. After a small period of missed time, we are opening almost every position. The following are positions and requirements that are needed.

3D Art

General 3D Artists

Unwrap Artists

Terrain Artists

Vehicle Artists (and riggers)

Character Artists (and riggers)

Weapon Artists (and riggers)

Building Artists (and riggers)

-- Basic requirements

Fair understanding of mesh editing and the latest programs.

Understanding of the limits of the engine in use, polygon limits.

Knows how to export to a specific format, and what settings to choose.

(Optional, but helpful) Know how to setup the objects for the game engine.

Texture, and 2D Art

Terrain texture artists

Weapon texture artists

Vehicle texture artists

Building texture artists

General texture artists

-- Basic requirements

Fair understanding of 2D art and the programs used to create flat images.

Understanding texture resolution, and image format.

Can create anything from scratch if given a text brief, or told to make one from their own head.

Can understand unwrap layouts.

(Optional, but very helpful) Knows how to apply textures to 3D models for testing purposes.

Coding and Scripting

Engine coders

Feature coders

General scripters

-- Requirements

Knows a variety of coding languages, but mainly C++, and can navigate the programs used to write this.

Understands engine limits, and modifications.

Can think logically about a situation, and explain ideas fully.

Is known to have compiled at least one working .dll file for the engine in question.

As of right now. All the following positions need to be filled. If you wish to apply, please do so by emailing me at NX01class@msn.com with the following application.

Your name:(first or last, doesn't matter)

Age:

Position applying for:

Please show/give us at-least 1 (you may give more) of your work's to show us your skill. (if you do not present some of your work, your app will be denied regardless of your skill):

On a 1-10 scale (1 being very poor and 10 being the best) how would you rate your work?:

Why should we choose you over someone else? What makes you a good staff member?:

I wish the best of luck to all applicants.

Subject: Re: SCUD Storm mod

Posted by [sadukar09](#) on Sun, 27 Jan 2008 20:41:10 GMT

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NX!!!

Subject: Re: SCUD Storm mod

Posted by [Di3HardNL](#) on Sun, 27 Jan 2008 21:00:27 GMT

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I might put myself available in a few weeks, I think i learned how to work with most modelprograms

Subject: Re: SCUD Storm mod

Posted by [cpjok](#) on Sun, 27 Jan 2008 21:34:49 GMT

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Sound's Good

i can't help as i am not good at anything and i'm already working with a mod

as mapper

nearly got 3 sides working

Subject: Re: SCUD Storm mod
Posted by [mr£Ä\\$Ä-z](#) on Sun, 27 Jan 2008 21:37:06 GMT
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what do you mean with "3 sides" ?

Subject: Re: SCUD Storm mod
Posted by [NX01class](#) on Sun, 27 Jan 2008 23:07:58 GMT
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The 3 side program is something that Reborn (not the mod, the guy Reborn) is working on for all mods to use. Reborn has a full intent to release his final version (once made) to all mods. SCUD Storm originally only was gona do a 2 sided game, china vs. USA. When Nameme99 and I reactivated SCUD Storm to continue work on it, we asked around for help with a 3 sided game. Yes that would mean a game where GLA, China, and USA would fight at the same time. We arrived to Reborn and got him to work on it. He has made amazing progress right now and someday SCUD Storm and many other mods will probably featur 3 side's to a game.

When C&C Renegade was in construction, it's original plan was to have the mutants as a third side, but this part of the game never got finished.

Please don't let this guy fool you into thinking the 3 side is his. SCUD Storm and Reborn (agian, the guy, not the mod) are co-working right now in making this happen for ALL mods, not just ourselves here.

Feel free to ask any questions. I will answer them honestly and to the best of my ability.

@Di3hardNL

We'd be glad to talk to you and answer any questions you may have if you wish to know more about us and our goal before applying. You may contact me at NX01class@msn.com via email or MSN IM to chat.

Subject: Re: SCUD Storm mod
Posted by [cnc95fan](#) on Sun, 27 Jan 2008 23:12:34 GMT
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I never said it was mine. Cjpok is on our team, we showed off a map for 3 sides.

Thanks.

Subject: Re: SCUD Storm mod
Posted by [Genesis2001](#) on Mon, 28 Jan 2008 02:27:54 GMT
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Ferkhat...

Firstly, Stop double posting...

Secondly, If you don't wish to apply for staff on the mod, don't come here and flame the mod.
Now, GTFO.

~Zack

Subject: Re: SCUD Storm mod
Posted by [HORQWER](#) on Mon, 28 Jan 2008 02:47:27 GMT
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ok then
i could help with rigging but i need a permission from backhand101

Subject: Re: SCUD Storm mod
Posted by [NX01class](#) on Mon, 28 Jan 2008 02:53:58 GMT
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I'm sorry cpjok and cnc95fan. We started off with a misunderstanding and me and cnc95fan have settled it (I think, we still have one more thing to talk about).

Subject: Re: SCUD Storm mod
Posted by [HORQWER](#) on Mon, 28 Jan 2008 02:55:40 GMT
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NX01class u cannot kick cnc95fan because he was a scud storm leader once and u were just a n00b beta tester
edit: cpjok dont worry my bro could realy teach u moddeling and u will be good at it and help with out secret mod plz dont tell it to anyone what secret mod it is

Subject: Re: SCUD Storm mod

Posted by [Genesis2001](#) on Mon, 28 Jan 2008 03:00:39 GMT

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ferkhat wrote on Sun, 27 January 2008 19:55NX01class u cannot kick cnc95fan because he was a scud storm leader once and u were just a n00b beta tester
edit: cpjok dont worry my brocould realy teach u moddeling and u will be good at it and help with out secret mod plz dont tell it to anyone what secret mod it is

Please stop steering the conversation in a different direction....

~Zack

Subject: Re: SCUD Storm mod

Posted by [HORQWER](#) on Mon, 28 Jan 2008 03:13:08 GMT

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umm

the gay this about u is that u type this at the end of ur message

"~Zack"

trying to inprove ur letter count huh?

Subject: Re: SCUD Storm mod

Posted by [Genesis2001](#) on Mon, 28 Jan 2008 03:19:12 GMT

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ferkhat wrote on Sun, 27 January 2008 20:13umm

the gay this about u is that u type this at the end of ur message

"~Zack"

trying to inprove ur letter count huh?

There's no point in your post or this post I'm making right now other than increasing your post count....

And no, it's part of my manual siggy...

~Zack

Subject: Re: SCUD Storm mod

Posted by [BlueThen](#) on Mon, 28 Jan 2008 03:22:57 GMT

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ferkhat wrote on Sun, 27 January 2008 20:55NX01class u cannot kick cnc95fan because he was

a scud storm leader once and u were just a n00b beta tester
edit: cpjok dont worry my brocould realy teach u moddeling and u will be good at it and help with
out secret mod plz dont tell it to anyone what secret mod it is
lol

Subject: Re: SCUD Storm mod
Posted by [NX01class](#) on Mon, 28 Jan 2008 03:29:53 GMT
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FYI. Nameme gave me control of SCUD Storm after cnc95fan quit. I did not remove him, he removed himself.

Now please keep this on topic or I'll make sure it gets locked to prevent more spamming.

Thank you.

Subject: Re: SCUD Storm mod
Posted by [cpjok](#) on Mon, 28 Jan 2008 05:32:52 GMT
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No Problem But Sorry For What

So What Ealse Do We Have To Talk About

Subject: Re: SCUD Storm mod
Posted by [Blazer](#) on Mon, 28 Jan 2008 06:41:29 GMT
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Locked by request of OP
