

---

Subject: C&C Plastic Revolution  
Posted by [Lone0001](#) on Fri, 27 Jun 2008 19:51:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hello everyone.

Myself and N1warhead have started making a new mod for C&C Renegade named "C&C Plastic Revolution".

This mod will put you in the fantasy world in the eyes of a small plastic toy soldier. You will battle it out in the weirdest of environments ranging from Refrigerators, Freezers, living rooms, sand boxes, Coffee tables, and much more!

There will be vehicles, plenty of characters, new weapons.

The best part is, there will be Single Player and Multiplayer!

We are recruiting people, if anyone has an interest in the mod and would like to help make this mod a success then, WE WANT YOU!

Positions -

Level Designer - N1warhead, ????????

Level Editor - {SB}Lone0001, ????????

Weapon Designer - N1warhead, ????????

Character Designer - ????????

Skinner - ??????? (Makes skins for Vehicles, Characters, guns, and objects.)

Music Designer - ????????

Sound FX - ????????

Texture Artist - N1warhead, ????????

Script Editor/Designer - ????????

Cinematic Coordinator - ??????? (Creates Cinematics)

PIO - ??????? (Public Information Officer)

System Specialist - ??????? (Creates the EXE, etc. For the mod to run separate.)

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [Nightma12](#) on Fri, 27 Jun 2008 20:50:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

If this gets off the ground ill hapily take the role of systems specilist.

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 27 Jun 2008 22:05:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sounds like a cool idea

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [N1warhead](#) on Fri, 27 Jun 2008 23:03:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nightma12 wrote on Fri, 27 June 2008 15:50 If this gets off the ground ill hapily take the role of systems specilist.

Awesome, can't wait for your input .

Hehe, thanks, it really is a cool idea me and Lone think.

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [Blazea58](#) on Fri, 27 Jun 2008 23:55:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Not a bad idea for a mod, but sounds like a long shot if it is going to have single player and multi. I would like to make a few maps for it, but only if this mod gets off the ground lol.

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [HeavyX101- Left](#) on Sat, 28 Jun 2008 01:17:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Good luck guys. I hope i could of help, but i have 2 mods that i'm working on.  
My talent is modeling

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [Starbuzzz](#) on Sat, 28 Jun 2008 02:17:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I am full of support for this mod. I have many toys in my home and many many ARMIES of plastic soldiers! I hope with the community's support, we can be seeing results with this mod!

It should be all easy to mod though right? You can change GDI to green soldiers and Nod to tan colour. Then, you can bring in green M48 tanks (standard tank that comes with plastic soldiers) and replace the Med tank wth it. Of course...the possiblities are endless!!

NOTE: Who knows? Maybe I can help by giving you ideas for vehicles and characters?

---

---

Subject: Re: C&C Plastic Revolution

---

Posted by [GEORGE ZIMMER](#) on Sat, 28 Jun 2008 02:44:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

That sounds suprisingly awesome. The main goal of it should be perspective, y'know? Make you actually feel like a tiny guy, and not a normal sized guy and everything else is huge.

If I ever stop being lazy (Doubtful), maybe I'll lend a hand with some mapping and what have you.

---

---

Subject: Re: C&C Plastic Revolution

Posted by [BlueThen](#) on Sat, 28 Jun 2008 02:58:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I believe there's already a map out like this...

---

---

Subject: Re: C&C Plastic Revolution

Posted by [Starbuzzz](#) on Sat, 28 Jun 2008 03:01:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

BlueThen wrote on Fri, 27 June 2008 21:58 I believe there's already a map out like this...

Yes, but not a full mod.

---

---

Subject: Re: C&C Plastic Revolution

Posted by [Lone0001](#) on Sat, 28 Jun 2008 03:13:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Cabal8616 wrote on Fri, 27 June 2008 22:44 That sounds suprisingly awesome. The main goal of it should be perspective, y'know? Make you actually feel like a tiny guy, and not a normal sized guy and everything else is huge.

If I ever stop being lazy (Doubtful), maybe I'll lend a hand with some mapping and what have you.

Yea that's the main idea to make everything seem big and yourself small.

---

---

Subject: Re: C&C Plastic Revolution

Posted by [\\_SSnipe\\_](#) on Sat, 28 Jun 2008 03:56:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

id love to play this the eyes of a toy....and the wierd shit you will find

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [Starbuzzz](#) on Sat, 28 Jun 2008 04:16:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

SSnipe wrote on Fri, 27 June 2008 22:56id love to play this the eyes of a toy....and the wierd shit you will find

Yeah lol...let's storm the Barbie mansions!

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [\\_SSnipe\\_](#) on Sat, 28 Jun 2008 04:22:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

pawkyfox wrote on Fri, 27 June 2008 21:16SSnipe wrote on Fri, 27 June 2008 22:56id love to play this the eyes of a toy....and the wierd shit you will find

Yeah lol...let's storm the Barbie mansions!  
hell ya!

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [LR01](#) on Sat, 28 Jun 2008 08:22:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yep, I'm differently going to play this  
looking forward to see some

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [a000clown](#) on Sat, 28 Jun 2008 08:52:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

SSnipe wrote on Sat, 28 June 2008 00:22pawkyfox wrote on Fri, 27 June 2008 21:16SSnipe wrote on Fri, 27 June 2008 22:56id love to play this the eyes of a toy....and the wierd shit you will find

Yeah lol...let's storm the Barbie mansions!  
hell ya!  
lol, as crazy as that sounds... I would love to shoot a few barbies haha

This reminds me of Toy Story o\_O Never tried those Nintendo games but this mod sounds fun.

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [Starbuzzz](#) on Sat, 28 Jun 2008 13:55:48 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

This mod could actually turn out real nice!

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [mrÅ£ÄŠÄ-z](#) on Sat, 28 Jun 2008 14:42:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Great idea gonna wait for that

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [mrÅ£ÄŠÄ-z](#) on Sat, 28 Jun 2008 17:09:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hope it not ends like Reborn

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [GEORGE ZIMMER](#) on Sat, 28 Jun 2008 17:24:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

madrackz wrote on Sat, 28 June 2008 12:09Hope it not ends like Reborn  
Because Reborn is dead, right?

Anyways, if you'd like, you could PM me some suggestions for levels and such to design and I'd try to make them. Would be helpful if you provided reference pics and such, but yes.

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [HeavyX101- Left](#) on Sat, 28 Jun 2008 17:25:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Cabal8616 wrote on Sat, 28 June 2008 13:24madrackz wrote on Sat, 28 June 2008 12:09Hope it not ends like Reborn  
Because Reborn is dead, right?

Maybe he ment the time. It really took them alot of time.

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [mrÅ£ÄŠÄ-z](#) on Sat, 28 Jun 2008 17:28:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sure its not dead...

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [BlueThen](#) on Sat, 28 Jun 2008 18:41:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

or the fact that they made the worst move ever and released an infantry only version.

---

Subject: Re: C&C Plastic Revolution  
Posted by [N1warhead](#) on Sat, 28 Jun 2008 23:58:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I see you all are liking the idea of the mod I have started with the help of Lone.

To all of you would who like References, if anyone had the N64 and ever played the game Armymen, that's pretty much how it will be.

Accept of course C&C style for Multiplayer of course .

We are gonna create our own Characters, I have tried painting the GDI Characters Green with a plastic like effect to them. Only the GDI Soldier turned out quite decent, but we need our own characters, the GDI ones don't match the environment so to speak.

Oh yes we will use that tank you mentioned .

If possible we are gonna add Air planes with real Air plane physics .

Like the ones where people paratroop out of.

All to all, the mod is going to be great, and even more great with the communities support and help.

I am going to start a website here in a day or two.  
I would start it tonight, but I am going out with the guys sense I just Graduated Fire Fighting school. (Gonna be a paid Firemen here shortly.)

Ight'y I hope y'all keep your interest in this mod,  
N1warhead, David Watts.

---

Subject: Re: C&C Plastic Revolution  
Posted by [Rocko](#) on Sun, 29 Jun 2008 01:49:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

should make a map is that just a mountain range of giant titties

---

Subject: Re: C&C Plastic Revolution

---

Posted by [Veyrdite](#) on Sun, 29 Jun 2008 02:05:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Can't wait for the release!

If you are going to make everything single-coloured and toy like you should be able to hit high-polygon counts with your models without hitches. But seeing as renegade doesn't like single-colour meshes (visually) then just add a low-resolution reflection map.

P.S. Army-men for N64 sucked. Zelda OOT rocked!s

---

---

Subject: Re: C&C Plastic Revolution

Posted by [N1warhead](#) on Sun, 29 Jun 2008 14:57:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Dthdealer wrote on Sun, 29 June 2008 03:05Can't wait for the release!

If you are going to make everything single-coloured and toy like you should be able to hit high-polygon counts with your models without hitches. But seeing as renegade doesn't like single-colour meshes (visually) then just add a low-resolution reflection map.

P.S. Army-men for N64 sucked. Zelda OOT rocked!s

I will try to work that out.

Yeah I noticed that as well that rene didn't like a solid green texture heheeh .

I can do that, as well as add a TINY TINY shine to it as if it was real plastic .

I made the grease gun last night for the mod .

Yeah I know it sucked, but the same type of environments will be used, because well. That's how it would be lol.

But anyways, yeah.

---

---

Subject: Re: C&C Plastic Revolution

Posted by [cnc95fan](#) on Sun, 29 Jun 2008 15:26:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Interesting idea. I was working on a Lego version of Renegade which I showed to a few Blackintel clanmates, but gave up. I don't mind giving you a hand with a few things if you want, Lone.

---

---

Subject: Re: C&C Plastic Revolution

Posted by [\\_SSnipe\\_](#) on Sun, 29 Jun 2008 16:07:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

should have legos.....

and one map should be a bathroom and then a bedroom kitchen

---

---

Subject: Re: C&C Plastic Revolution

Posted by [Lone0001](#) on Mon, 30 Jun 2008 03:47:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

cnc95fan wrote on Sun, 29 June 2008 11:26 Interesting idea. I was working on a Lego version of Renegade which I showed to a few Blackintel clanmates, but gave up. I don't mind giving you a hand with a few things if you want, Lone.

Sounds good we can talk about it more later

PS. A lego mod would be fun lol.

SSnipe wrote on Sun, 29 June 2008 12:07 and one map should be a bathroom and then a bedroom kitchen

Yes that could be a possible map, I think they should be done as separate maps to be honest.

---

---

Subject: Re: C&C Plastic Revolution

Posted by [N1warhead](#) on Mon, 30 Jun 2008 04:34:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The maps I have in mind to make so far are as follows.

Outside (Grassy environments, sand boxes, etc.)

House (Bedroom, Kitchen, Bathroom, Refrigerators, living room, etc.)

Pretty much everywhere a child plays with toy Armymen at, it will be on this mod.

Hope this information helped.

N1warhead.

P.S. - We are always open for considerations for new types of environments if it don't effect the general area of gameplay, (E.G. - REAL WORLD PLACES, THINGS, ETC.)

---

---

Subject: Re: C&C Plastic Revolution

---



Posted by [Sn1per74\\*](#) on Tue, 01 Jul 2008 13:44:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You might wanna get this out pretty fast... if you take too long nobody will be left in Renegade to try it. =/

---

Subject: Re: C&C Plastic Revolution

Posted by [N1warhead](#) on Tue, 01 Jul 2008 14:57:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Sn1per74\* wrote on Tue, 01 July 2008 08:44 You might wanna get this out pretty fast... if you take too long nobody will be left in Renegade to try it. =/

We will try our best to do it in a timely fashion.

One thing about me is I am a SUPER FAST modeler, so the modeling and maps wont take long to build at all, I just need Skinners, and model boners to help.

I can bone guns, and vehicles, but I can't do Characters yet.

But I am trying to get us a team so I don't have to do everything by my self again.

Right now I am doing (Level design, weapon design, Vehicle design, Emitters, animations, misc level object creation, planning, story line compilation with in-game gameplay, and more.) As we can all tell I have way to many jobs, I would like to keep it down to only making maps, but with no team = more work for me and Lone.

All Lone is gonna do is do the level edit stuff, which I can do, but he's going to do it sense that is his job on the team.

---

Subject: Re: C&C Plastic Revolution

Posted by [GEORGE ZIMMER](#) on Tue, 01 Jul 2008 16:42:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I can do various LE things and gmax work. Mostly, my specialty is map making... Models and such, not so much.

---

Subject: Re: C&C Plastic Revolution

Posted by [ErroR](#) on Tue, 01 Jul 2008 17:51:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i can be a tester

---

Subject: Re: C&C Plastic Revolution

Posted by [N1warhead](#) on Tue, 01 Jul 2008 17:57:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Cabal8616 wrote on Tue, 01 July 2008 11:42I can do various LE things and gmax work. Mostly, my specialty is map making... Models and such, not so much.

Hehe yeah, well. If you want to be part of the mod team, can you show me some work you have done in the past with your level making?

The job for a level designer on our mod team is.

A) Texture design for (levels, level objects E.G. - cereal boxes, posters, signs, etc.)

B) To make realistic like maps for the type of game that it is.

C) Think out of the ordinary (E.G. - Make secret walls or doors to go into, and more; this makes the game very exciting to play to find and explore new areas in maps that you never knew existed.)

D)There is no deadline to work with as of yet, so take your time while making maps.

E) Maps need to be professionally made, when I say that I do not mean the most kick ass map to ever be seen, although that would be good, but think realistically again, just keep the maps fluent, although think beyond the average person, and try new things as you build the maps, a thinking mind is better than the average mind to us anyways, we are wanting only the most innovated people to help make this mod a success.

If you would like to be apart of our team, send me an e-mail at [David@unitedbrotherhood.org](mailto:David@unitedbrotherhood.org)  
Or sign up on the website and post a message on the forum,

Thank you.  
N1warhead.

---

Subject: Re: C&C Plastic Revolution

Posted by [N1warhead](#) on Tue, 01 Jul 2008 18:01:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ErroR wrote on Tue, 01 July 2008 11:51i can be a tester

Awesome,

I will contact you as soon as we get a beta to test with.

Although everything will be tested beforehand by us the creators, but it is up to you the beta tester to find glitches in maps, find things we need to change with the weapons (E.G. - Animations, etc.)

And so on.

We will have a maximum of 10 beta testers (not counting the creators) to test the mod out, at the time we are ready for beta testers we will post a recruiting message on our website. We will choose the lucky few 10 people who can be chosen to be a beta tester, you will most likely be one sense you was the first person to ask .

So make that 9 people now.

But yeah, we will contact you and if you still want the role you can accept it or deny it.

At the time a fellow person denies it, another person will be chosen from our list of registered users on our website.

Hope that information helped,

Thank you,  
N1warhead.

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [ErroR](#) on Tue, 01 Jul 2008 18:54:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

can't wait the idea sounded awesome being a small toy soldier in a big enviroment reminds me of toy story i've player when i was small that was fun

---

---

Subject: Re: C&C Plastic Revolution  
Posted by [N1warhead](#) on Tue, 01 Jul 2008 19:00:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ErroR wrote on Tue, 01 July 2008 13:54can't wait the idea sounded awesome being a small toy soldier in a big enviroment reminds me of toy story i've player when i was small that was fun

hehehehe, yeah I love the idea my self, I am surprised nobody else came up with the idea of it .

Hehe toy story .

---