
Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Aircraftkiller](#) on Wed, 09 Apr 2003 02:07:13 GMT
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<http://www.n00bstories.com/image.fetch.php?id=1167137893>
<http://www.n00bstories.com/image.fetch.php?id=1207578442>

Just a little preview of things to come...

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [BrYaN_USMC](#) on Wed, 09 Apr 2003 02:12:52 GMT
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I created a login here to just so I can reply to this and say that is so great!!

I even see you went with the tan boots.

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Madtone](#) on Wed, 09 Apr 2003 02:23:40 GMT
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Ok, this is uber!!!!!!

AircraftKiller, do you need an experienced modeler by any chance?

This looks so cool that i hope i could be involved in such a thing.

Please get back to me.

****EDIT****

If you want to see some of my work go take a look at ModX <http://modx.renevo.com> and take a peek at some of my models, they all have renders to look at too.

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Aircraftkiller](#) on Wed, 09 Apr 2003 02:27:32 GMT
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We're not even done with Renegade Alert yet. Think of that as a promotional.

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Madtone](#) on Wed, 09 Apr 2003 02:32:46 GMT
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Hmmm, okey dokey.

Would there be any room on the team for another modeler?

Ff not, im cool with that!

It just kinda gets boring modeling for 12 hours, pumping out about 6 models a day, Rendering each one, zipping each one up and uploadeding them to ModX for anyone to use.

Hehehe.

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Nodbugger](#) on Wed, 09 Apr 2003 02:45:28 GMT
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NM

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [CNCWarpath](#) on Wed, 09 Apr 2003 09:07:11 GMT
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I Started A Tiberium Dawn Mod Ages Ago But It Fell, I Have Been Chosen To Work On Many Mods In The Community aand i am a good modeller so if you like i would join the team, i know renalert is not finished but still i dont mind

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [OrcaPilot26](#) on Wed, 09 Apr 2003 20:00:41 GMT
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WOW

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Fabian](#) on Wed, 09 Apr 2003 22:57:12 GMT
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Dont get me wrong Ack, those pics look really REALLY good. but, renegade is already based on TD. Why is your mod team making another game based on TD?

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Sir Phoenixx](#) on Wed, 09 Apr 2003 23:06:07 GMT

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Because Renegade is just based in the TD universe, it's like "inspired" by TD. It's story is totally different, most of it's buildings and units are/look different, etc.

Madtone just to let you know, those from Renegade Alert that want to continue and stay on to work with the TD mod will, and Ren Alert already has modelers.

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Madtone](#) on Wed, 09 Apr 2003 23:34:11 GMT

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ok thanks Sir Phoenixx

ya be doin a good job there lads

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Predator](#) on Thu, 10 Apr 2003 00:19:15 GMT

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s foaming at the mouthGREAT.....*has a mild heart attack*

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Imdgr8one](#) on Thu, 10 Apr 2003 01:19:36 GMT

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:rockedover:

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [mike9292](#) on Thu, 10 Apr 2003 01:32:28 GMT

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nice

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [JCOOL91](#) on Thu, 10 Apr 2003 01:49:15 GMT

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I think it looks soo good but once in game it will look all blocky y does the models lose so much detail????

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [TheMouse](#) on Thu, 10 Apr 2003 02:12:36 GMT
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looks good.

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Sir Phoenixx](#) on Thu, 10 Apr 2003 12:44:10 GMT
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Wait a second... What happened to that m-16? The whole front part of that m-16 is missing.

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Nodbugger](#) on Thu, 10 Apr 2003 12:48:51 GMT
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Sir PhoenixxWait a second... What happened to that m-16? The whole front part of that m-16 is missing.

that isnt our m16 it was just a stage model used to render it.

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Havoc 89](#) on Thu, 10 Apr 2003 15:52:18 GMT
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Kool... i think this will be better than Renegade Alert. nice work.

keep it up

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Sk8rRIMuk](#) on Thu, 10 Apr 2003 16:30:20 GMT
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Havoc 89Kool... i think this will be better than Renegade Alert. nice work.

keep it up

Is that possible...

RenAlert is just soooooooooooooo good is it possible to get better.

-Sk8rRIMuk

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [mike9292](#) on Thu, 10 Apr 2003 21:45:18 GMT

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JCOOL91I think it looks soo good but once in game it will look all blocky y does the models lose so much detail????

i think its because the engine cant handle the models

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Sir Phoenixx](#) on Thu, 10 Apr 2003 23:53:33 GMT

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mike9292JCOOL91I think it looks soo good but once in game it will look all blocky y does the models lose so much detail????

i think its because the engine cant handle the models

Not really...

It's because the game renders it differently than 3d programs.

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Nodbugger](#) on Fri, 11 Apr 2003 00:42:34 GMT

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Sir Phoenixxmike9292JCOOL91I think it looks soo good but once in game it will look all blocky y does the models lose so much detail????

i think its because the engine cant handle the models

Not really...

It's because the game renders it differently than 3d programs.

im prettys sure thsoe are in .w3d veiwer. so they will look like that ingame.

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Havoc 89](#) on Fri, 11 Apr 2003 22:04:24 GMT

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NodbuggerSir Phoenixxmike9292JCOOL91I think it looks soo good but once in game it will look

all blocky y does the models lose so much detail????
i think its because the engine cant handle the models

Not really...

It's because the game renders it differently than 3d programs.

im prettys sure thsoe are in .w3d veiwer. so they will look like that ingame.

you should know... your in the mod arnt you?

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Gernader8](#) on Sat, 12 Apr 2003 03:45:18 GMT
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hmmmmmmmmmm

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Agent_Gibson](#) on Sun, 13 Apr 2003 00:12:52 GMT
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That character I made is a bit too high polygon for Renegade we'll have to see about it being released as a bonus download(slightly under 1500).
As for the "blockiness" in the actual game, a lot of it is related to the outmoded skeletal system Renegade uses with single vertex influence on bones.

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Deactivated](#) on Mon, 15 Mar 2004 14:57:34 GMT
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Are those models going to get ever used?

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [cowmisfit](#) on Mon, 15 Mar 2004 20:42:41 GMT
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Very cool didnt know renegade models could look so good

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [tooncy](#) on Tue, 16 Mar 2004 02:32:36 GMT

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Ahah! I knew that ack made some models for a TD mod. You all said I was crazy, but I was right!
psycotic laugh

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Aircraftkiller](#) on Tue, 16 Mar 2004 04:00:22 GMT

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This was cancelled long ago due to the fact that Agent Gibson was fired from our team for having no work ethic.

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Deactivated](#) on Tue, 16 Mar 2004 13:07:39 GMT

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Was that because did models for something else?

Anyway, where did he go?

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Cpo64](#) on Tue, 16 Mar 2004 23:34:44 GMT

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Ack got hungry and ate him for breakfast, firing him was just a cover story

Subject: Re: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Beanyhead](#) on Wed, 17 Mar 2004 21:38:06 GMT

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Aircraftkiller<http://www.n00bstories.com/image.fetch.php?id=1167137893>

<http://www.n00bstories.com/image.fetch.php?id=1207578442>

Just a little preview of things to come...

Finish RenAlert and then move on...

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Aircraftkiller](#) on Wed, 17 Mar 2004 21:42:41 GMT

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Why?

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [tooncy](#) on Wed, 17 Mar 2004 22:51:18 GMT

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I know we all hate Gibson for being a lazy bum, but can't you just get some other infantry modeler? I'd like to see a Renegade to TD total conversion.

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Vitaminous](#) on Thu, 18 Mar 2004 01:37:21 GMT

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tooncy I know we all hate Gibson for being a lazy bum, but can't you just get some other infantry modeler? I'd like to see a Renegade to TD total conversion.

Well, he actually wrote something on the IRC channel about him hiring a new modeler, he seems to be able to do human characters from what I've seen on his website...

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Alkaline](#) on Thu, 18 Mar 2004 05:49:56 GMT

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I'm not a WW nut, but isn't Renegade itself C&C Tiberian Dawn?

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Deactivated](#) on Thu, 18 Mar 2004 06:39:25 GMT

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Alkaline I'm not a WW nut, but isn't Renegade itself C&C Tiberian Dawn?

No.

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Deafwasp](#) on Thu, 18 Mar 2004 11:45:33 GMT

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Yeah, looks like this will be tons better than Renegade Alert. I knew this was coming for a while, happy to see it announced finally.

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Deactivated](#) on Thu, 18 Mar 2004 12:22:50 GMT
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DeafwaspYeah, looks like this will be tons better than Renegade Alert. I knew this was coming for a while, happy to see it announced finally.

Um.. it was announced (and scrapped later) one year ago.

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Sir Phoenixx](#) on Thu, 18 Mar 2004 12:34:27 GMT
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Renegade isn't Tiberian Dawn, the only thing it has in common with Tiberian Dawn is some unit and character names, almost none of the units or characters resemble anything in Tiberian Dawn, the story has absolutely nothing to do with the story in Tiberian Dawn, and Renegade even says it takes place 20 some years after Tiberian Dawn happened.

(And it's 'WS', not 'WW'.)

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Deactivated](#) on Thu, 18 Mar 2004 12:50:26 GMT
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Sir Phoenixx(And it's 'WS', not 'WW'.)

Westwood Studios
Westwood

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Sir Phoenixx](#) on Fri, 19 Mar 2004 16:48:46 GMT
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SeaManSir Phoenixx(And it's 'WS', not 'WW'.)

Westwood Studios
Westwood

They're Westwood Studios, the correct acronym is WS, WW is wrong.

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Cebt](#) on Fri, 19 Mar 2004 19:44:18 GMT

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does it matter? most people know what you mean wether you use WW or WS so why not end the discussion here?

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Aircraftkiller](#) on Fri, 19 Mar 2004 19:47:11 GMT

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Well, I'm sure everyone knows who you are when I say "Hey retard."

Does that make it the proper term to refer to you by? No, so stop being a fucking idiot and start typing out that extra letter. It's SO HARD to do! :rolleyes:

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Cebt](#) on Fri, 19 Mar 2004 19:49:56 GMT

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well ill ignore your first statement...

personally i use WS and not WW so im not quite sure what you mean by that... im just saying is one letter worth to start a argument?

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Aircraftkiller](#) on Fri, 19 Mar 2004 19:51:09 GMT

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You'll ignore it because you know you're wrong.

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Cebt](#) on Fri, 19 Mar 2004 19:53:05 GMT

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about me being a retard?

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Sir Phoenixx](#) on Fri, 19 Mar 2004 23:41:25 GMT

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Yes.

(One letter isn't worth arguing over to you, but arguing over rather or not one letter is worth arguing over is worth it to you?)

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Cebt](#) on Sat, 20 Mar 2004 14:59:15 GMT

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Sir PhoenixxYes.

(One letter isn't worth arguing over to you, but arguing over rather or not one letter is worth arguing over is worth it to you?)

oh well if you say so.. im just gonna ignore this post...

oh btw ACK you must really have missed me it took you less than two minutes to answer my first post

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Bidbood](#) on Sun, 21 Mar 2004 10:16:50 GMT

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w00t that looks uberawesome!!

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [sniper12345](#) on Sun, 21 Mar 2004 12:07:20 GMT

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Since this topic has become spam....I might as well...spam.

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Renardin6](#) on Sun, 21 Mar 2004 19:47:54 GMT

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ready to work on that for you if you want. as skinner.

Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Deactivated](#) on Sun, 21 Mar 2004 20:00:32 GMT

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Aircraftkiller mode ON

It's texture artist, not skinner.
Aircraftkiller mode OFF

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Bidbood](#) on Mon, 22 Mar 2004 11:24:51 GMT
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SeaMan*Aircraftkiller mode ON*
It's texture artist, not skinner.
Aircraftkiller mode OFF

ROFL

skinning is just textures for objects that only have one texture

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Renx](#) on Wed, 24 Mar 2004 00:11:02 GMT
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Sir PhoenixxWait a second... What happened to that m-16? The whole front part of that m-16 is missing.

lol

U r nub, Sir_Reborn.

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Sir Phoenixx](#) on Wed, 24 Mar 2004 13:35:49 GMT
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OMG!!11 REBORNX!11 I delike u cus u iz a noob not meh!!!11!

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Renardin6](#) on Mon, 29 Mar 2004 12:56:24 GMT
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I did not see it was cancelled... too bad... now that almost all have better computers, we can do models with more poly's, no ?

Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Apache](#) on Tue, 30 Mar 2004 05:07:53 GMT
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Hmm, too bad it was cancelled, this coulda been sweet...
