Subject: FAO 3DS Max Renegade Modelers...
Posted by Madtone on Mon, 21 Apr 2003 23:48:58 GMT

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i need your help.

I need people who are willing to give up some of their time to help me out with something please.

As i am dealing with alot of work at the moment i need a few extra hands.

I already have a few people helping but now i need 1 or 2 more please.

I need people who are good modeler in 3DS Max who have some imagination and who like to help peeps out.

This isn't for any modding for ren, its for the 3DS Max plugin im making for ren "Renegade Studio".

If you feel you can help, please either mail me on my hotmail addy Madtone87@hotmail.com or PM.

i don't need dedicated people, just a few people who can give some of their time to help me out.

Thank guys

Subject: FAO 3DS Max Renegade Modelers...
Posted by Madtone on Tue, 22 Apr 2003 01:05:47 GMT

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<sorry just wanna bump this up>

Subject: FAO 3DS Max Renegade Modelers...
Posted by Madtone on Tue, 22 Apr 2003 04:50:46 GMT

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c'mon guys and gals.....

Subject: FAO 3DS Max Renegade Modelers...
Posted by Sir Phoenixx on Tue, 22 Apr 2003 12:38:56 GMT

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What do you need modelers for? Aren't you just programming the plugin?

Subject: FAO 3DS Max Renegade Modelers...
Posted by maytridy on Tue, 22 Apr 2003 19:46:35 GMT
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I'm not sure what you're looking for. Can you explain in more detail?

Subject: FAO 3DS Max Renegade Modelers...
Posted by Bidbood on Tue, 22 Apr 2003 19:49:21 GMT
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i would help you but i'm still learning gmax/renx

Subject: FAO 3DS Max Renegade Modelers...
Posted by maytridy on Tue, 22 Apr 2003 22:57:59 GMT
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I will contact you on MSN, Madtone.

Subject: FAO 3DS Max Renegade Modelers...
Posted by Madtone on Tue, 22 Apr 2003 23:23:51 GMT
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ok, here the convo on MSN that maytridy and i had.....

Quote:Madtone (@ Work) says:
basicly have you ever played Red Alert

maytridy@rochester.rr.com says:
yes, i have

Madtone (@ Work) says:
ok

Madtone (@ Work) says:
well, you know the level editor

Madtone (@ Work) says:
where you make ur own maps

maytridy@rochester.rr.com says:
RA2?

Madtone (@ Work) says:
no, RA1

maytridy@rochester.rr.com says:
ok, yes, i think i've used it before

Madtone (@ Work) says:
ok, well you konw how you just pick from the list of items/models, and you just put them on the map where you want them to go

maytridy@rochester.rr.com says:
yes

Madtone (@ Work) says:
well thats basicly what this plugin is gonna be like

Madtone (@ Work) says:
to make it easier for beginners and also help advanced people to save from more modeling

maytridy@rochester.rr.com says:
so, its gonna be a RA style lvl editor for Renegade?

Madtone (@ Work) says:
yes

maytridy@rochester.rr.com says:
i like, i like

maytridy@rochester.rr.com says:
good idea

Madtone (@ Work) says:
also, little things like "Building Creator Wizard" and "Tunnel Creator Wizard" and other such things

thats basicly what this plugin is gonna do!

if you want to help, you MUST have knowledge of modeling, and when/if you decide to help you will be given more info on what to do.

also your name will be included in the "Created By" bit

Subject: FAO 3DS Max Renegade Modelers...
Posted by Madtone on Tue, 22 Apr 2003 23:26:01 GMT
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and here is the first draft of the logo:

Subject: FAO 3DS Max Renegade Modelers...
Posted by maytridy on Tue, 22 Apr 2003 23:31:07 GMT
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I like! The left and right sides could use a little more dacoration though. Maybe fade the edges to give it a cool look. I also suggest making the 'studio" text the same font as the "Renegade" text.

Just some suggestions.

Other than that, it looks great!