
Subject: Renegade Alert Level Design Contest
Posted by [Aircraftkiller](#) on Sun, 06 Jul 2003 01:17:06 GMT
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Well, it's getting on time for the community to start being more active in our modification.

Since we're about to release the new build of Renegade Alert, including the levels Zama, Forest of Illusion, and Ridge War - the level design team felt it necessary to hold a contest for everyone.

The contest?

Myself and SomeRhino are organizing a level design contest for Renegade Alert. If you're able to create levels, go for it! Grab your copy of gMax and fire it up, then get those ideas put into reality!

The prize?

If your level is picked, not **only** does it make it into Renegade Alert as an official level, you also become a part of the level design team and I'll help you learn how to create levels with us!

So, get those levels going! To submit your level for review, give us a 800x600 picture of it in *.jpg format and the level itself in *.gmax format. You may e-mail your submissions to these two e-mail addresses:

aircraftkiller@staff.starchat.net
aircraftkiller@cncgames.com

A few design tips:

I'm not looking for levels that resemble Renegade. Make them more like a modern game, with realistic terrain and lots of foliage.

Make them as original as possible. Keep the ideas grounded in reality.

Overall, keep the "Red Alert feel" to the levels you make.

You don't have to put structures in it. Just show us that you can create some kick-ass terrain.

Subject: Renegade Alert Level Design Contest
Posted by [Infinint](#) on Sun, 06 Jul 2003 05:41:47 GMT
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um question do we have to put minirals on the map?
and when is the due date?

Subject: Renegade Alert Level Design Contest
Posted by [Aircraftkiller](#) on Sun, 06 Jul 2003 08:25:39 GMT
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Either make it or don't... There's no date until I say it's done.

Subject: Renegade Alert Level Design Contest
Posted by [Infinint](#) on Sun, 06 Jul 2003 08:29:23 GMT
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ok thanks also can i send in more than one (i dont mean like 200) but just a few to look at

Subject: Renegade Alert Level Design Contest
Posted by [PsycoArmy](#) on Sun, 06 Jul 2003 08:37:04 GMT
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I would but i dont really care for ren alert sorry.

Subject: Renegade Alert Level Design Contest
Posted by [Infinint](#) on Sun, 06 Jul 2003 08:38:31 GMT
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how could you not care about ren alert its the best!

Subject: Renegade Alert Level Design Contest
Posted by [Infinint](#) on Sun, 06 Jul 2003 08:53:08 GMT
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are you saying i have 0 experince... cuz IF YOU ARE!!!! :twisted:

Subject: Renegade Alert Level Design Contest
Posted by [Infinint](#) on Sun, 06 Jul 2003 09:02:28 GMT
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i hope not eather too high poly, the original square template, lighing problems. its got it all very bad map and a just remebered something i forgot trees on the map i submitted to ack ARRGG!!!

Subject: Renegade Alert Level Design Contest

Posted by [pulverizer](#) on Sun, 06 Jul 2003 10:41:42 GMT

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I can't make maps

Subject: Renegade Alert Level Design Contest

Posted by [Blazer](#) on Sun, 06 Jul 2003 11:16:50 GMT

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I deleted a few flame posts. Guys, this thread is about community involvement and a contest. Please keep the flames to PM.

Subject: Renegade Alert Level Design Contest

Posted by [Sir Phoenixx](#) on Sun, 06 Jul 2003 12:58:08 GMT

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BlazerI deleted a few flame posts. Guys, this thread is about community involvement and a contest. Please keep the flames to PM.

Lol...

For a second there I thought Infinint was arguing with himself.

(Oh, and just a question: Does the terrain have to be textured?)

Subject: Renegade Alert Level Design Contest

Posted by [OrcaPilot26](#) on Sun, 06 Jul 2003 17:38:39 GMT

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Quote:Originally posted by Aircraftkiller

Nah, we're just going to put in untextured, crappy levels... What do you think??

Subject: Re: Renegade Alert Level Design Contest

Posted by [TheMouse](#) on Sun, 06 Jul 2003 19:22:26 GMT

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AircraftkillerThe prize?

If your level is picked, not *only* does it make it into Renegade Alert as an official level, you also become a part of the level design team and I'll help you learn how to create levels with us!

it would be cool to learn that, but i can't figure out gmax! go me! technology sucks.

Subject: Renegade Alert Level Design Contest
Posted by [Infinint](#) on Mon, 07 Jul 2003 17:35:42 GMT
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um how come you deleted there posts but not mine replying to them??
it looks kinda weird me arguing with my self.

Subject: Renegade Alert Level Design Contest
Posted by [mike9292](#) on Mon, 07 Jul 2003 18:45:29 GMT
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rofl

Subject: Renegade Alert Level Design Contest
Posted by [maytridy](#) on Wed, 09 Jul 2003 16:38:56 GMT
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Sounds neat, I can make some kickass maps, i've never released any, but if I can get some time, i'll make some stuff up.

P.S. Please keep this contest going for a long time, because I won't be able to get started for about another 3 weeks. And, do we need to make a whole map or just some sweet terrain?

Subject: Renegade Alert Level Design Contest
Posted by [Sir Phoenixx](#) on Wed, 09 Jul 2003 16:50:58 GMT
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maytridySounds neat, I can make some kickass maps, i've never released any, but if I can get some time, i'll make some stuff up.

P.S. Please keep this contest going for a long time, because I won't be able to get started for about another 3 weeks. And, do we need to make a whole map or just some sweet terrain?

AircraftKillerYou don't have to put structures in it. Just show us that you can create some kick-ass terrain.

Subject: Renegade Alert Level Design Contest
Posted by [Skedar](#) on Wed, 09 Jul 2003 16:54:53 GMT
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maytridyPlease keep this contest going for a long time, because I won't be able to get started for about another 3 weeks.

AircraftkillerThe end date of the contest is when I feel like ending it - so it can either be a month from now, or two months, or even a year.

Subject: Renegade Alert Level Design Contest
Posted by [maytridy](#) on Thu, 10 Jul 2003 18:23:38 GMT
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Quote:

maytridy wrote:

Please keep this contest going for a long time, because I won't be able to get started for about another 3 weeks.

Aircraftkiller wrote:

The end date of the contest is when I feel like ending it - so it can either be a month from now, or two months, or even a year.

Yeah, I know. But if it's a month from now, like he said, I probably won't be able to enter. That's why I am asking for him to make it a long time.

Subject: Renegade Alert Level Design Contest
Posted by [Wild1](#) on Thu, 10 Jul 2003 20:30:35 GMT
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Sme body needs to make 'A Path Beyond' or at least part of it.

Subject: Renegade Alert Level Design Contest
Posted by [Infinint](#) on Thu, 10 Jul 2003 20:34:53 GMT
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i can do that but i need a pic of it cuz my RA crashed and wount run any more WAAAA! can you give me one?
