
Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [SomeRhino](#) on Thu, 28 Aug 2003 03:25:03 GMT

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The C&C Renegade: Sole Survivor modification is on it's way to completion, and we have some new screenshots up.

If you haven't yet, check out the Web Site. It has more screenshots including shots of all the completed units thus far.

Go to the main page here

Your feedback would be appreciated, enjoy!

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [YSLMuffins](#) on Thu, 28 Aug 2003 03:31:07 GMT

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HOLY CRAP!!!

I LOVE THAT GDI ADVANCED GUARD TOWER.

And BTW, I have no idea what Sole Survivor was like. And screenies, or are those screenies an accurate representation?

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [m1a1_abrams](#) on Thu, 28 Aug 2003 03:32:38 GMT

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It's looking good You've got to love that rocket launcher...

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [deathmad8](#) on Thu, 28 Aug 2003 03:32:55 GMT

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SoleSurvivor looks really good.

Subject: C&C Renegade: Sole Survivor Screenshots

Posted by [SomeRhino](#) on Thu, 28 Aug 2003 03:34:52 GMT

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Those are raw screenshots using Print Screen, and converted from Targa to Jpeg.

Subject: C&C Renegade: Sole Survivor Screenshots

Posted by [YSLMuffins](#) on Thu, 28 Aug 2003 03:38:17 GMT

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I just read more on it, and I just LOVE all of those vehicles.

Subject: C&C Renegade: Sole Survivor Screenshots

Posted by [deathmad8](#) on Thu, 28 Aug 2003 03:39:48 GMT

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Is there any word on when we could expect a public beta?

Subject: C&C Renegade: Sole Survivor Screenshots

Posted by [Aircraftkiller](#) on Thu, 28 Aug 2003 03:40:52 GMT

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I don't know if you've realized it or not, but almost all of the textures and models you're using look incredibly unrealistic.

I can't tell if that's the look you're going for, but a lot of that looks like toys.

The suburban area stands out in particular, makes me feel like I'm in "Army Men 3D."

Subject: C&C Renegade: Sole Survivor Screenshots

Posted by [SomeRhino](#) on Thu, 28 Aug 2003 03:49:04 GMT

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AircraftkillerI don't know if you've realized it or not, but almost all of the textures and models you're using look incredibly unrealistic.

I can't tell if that's the look you're going for, but a lot of that looks like toys.

The suburban area stands out in particular, makes me feel like I'm in "Army Men 3D."

Hehe, I can see where you are coming from. Alot of those textures have exaggerated saturation and such, something I can fix. I am trying the best I can with the tools I have though. I don't have 3DS, and my Photoshop trial expired months ago. Thanks for the honest critizism, ACK, I'll work

on that.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Aircraftkiller](#) on Thu, 28 Aug 2003 03:52:11 GMT
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What's wrong with that Advanced Guard Tower? Looks like it's wearing a corset or something at the base, needs to be in-line with the mid-section of the tower.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [m1a1_abrams](#) on Thu, 28 Aug 2003 04:03:05 GMT
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I thought that the AGT looked a bit funny too I must say that I like the vehicle textures though... they remind me of how Tiberian Dawn looked. That's not to say that they look shoddy in the way that the old C&C does now in comparison to newer games, just that they capture the feel of the game; it was never the most realistic game anyway.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [sjezk3](#) on Thu, 28 Aug 2003 04:29:30 GMT
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very odd mod but i like it

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [bigwig992](#) on Thu, 28 Aug 2003 05:44:12 GMT
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You guys will not be dissapointed with this mod. Playing with just 2 on 2 teams is incredibly fun. I can't wait to see this baby with 20+ on each team .

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [PsY](#) on Thu, 28 Aug 2003 05:46:14 GMT
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AircraftkillerI don't know if you've realized it or not, but almost all of the textures and models you're using look incredibly unrealistic.

I can't tell if that's the look you're going for, but a lot of that looks like toys.

The suburban area stands out in particular, makes me feel like I'm in "Army Men 3D."

Same game im thinking of!

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Xtrm2Matt](#) on Thu, 28 Aug 2003 06:22:02 GMT
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Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [General Havoc](#) on Thu, 28 Aug 2003 10:41:08 GMT
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I've seen some of the other screens and they look good. Also solesurvivor was basically the same graphics as C&C Tiberian Dawn and C&C 95 in a different game mode.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Commando no. 448](#) on Thu, 28 Aug 2003 10:42:21 GMT
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Wow, those trees may not look beautiful, but man they look so dang unique and "cute."

I looked at the shots on the site yesterday. The infantry do look a little... 1 peice spacesuit like... I mean I would maybe add pants that are a little darker then the shirts and make the arms less bulky looking. But that might be something for future versions.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [cowmisfit](#) on Thu, 28 Aug 2003 10:49:01 GMT
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m1a1_abramsI thought that the AGT looked a bit funny too I must say that I like the vehicle textures though... they remind me of how Tiberian Dawn looked. That's not to say that they look shoddy in the way that the old C&C does now in comparison to newer games, just that they capture the feel of the game; it was never the most realistic game anyway.

Cant wait to get that. Only thing i would say looks like it needs somemore work is the med textures... the other vehicals look fine....i personally dont like that camo on the med it looks glossy too me it should be tuned down a notch or somethn maby its just me.... But every thing else looks awesome dude

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [SomeRhino](#) on Thu, 28 Aug 2003 12:23:10 GMT
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deathmad8Is there any word on when we could expect a public beta?

Not at the moment, but you can sign up for the private beta at the site.

AircraftkillerWhat's wrong with that Advanced Guard Tower? Looks like it's wearing a corset or something at the base, needs to be in-line with the mid-section of the tower.

Noted.

Commando no. 448I looked at the shots on the site yesterday. The infantry do look a little... 1 piece spacesuit like... I mean I would maybe add pants that are a little darker than the shirts and make the arms less bulky looking. But that might be something for future versions.

Also noted. These infantry were my first attempt at human models, and I'm sure that I will revise many of them before anything final is released, just like some of the vehicles.

cowmisfitCant wait to get that. Only thing I would say looks like it needs some more work is the med textures... the other vehicles look fine... I personally don't like that camo on the med it looks glossy to me it should be tuned down a notch or something maybe it's just me.... But everything else looks awesome dude

Also Noted

Thanks for all the comments/suggestions.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [m1a1_abrams](#) on Thu, 28 Aug 2003 12:26:27 GMT
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I love the medium tank texture! It does look a bit like a plastic tank, but I like that because it looks just like the medium tank from Tiberian Dawn. It even has that little white square on the top of the turret, which you could always see in-game. I know it's not much but little details like that really do it for me

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Halo38](#) on Thu, 28 Aug 2003 12:45:52 GMT
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Excellent, can't wait to play convoy

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [bigejoe14](#) on Thu, 28 Aug 2003 16:54:17 GMT
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You bet!

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [gendres](#) on Thu, 28 Aug 2003 17:04:11 GMT
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WOW!! I has definitely changed since the Beta I played..

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [John Shaft Jr.](#) on Thu, 28 Aug 2003 17:08:33 GMT
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Looks very good.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Jaspah](#) on Fri, 29 Aug 2003 00:42:25 GMT
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Just a question, Will a player Have to drive the MCV?

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Wild1](#) on Fri, 29 Aug 2003 00:51:34 GMT
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No, its fixed on a waypoint, it essentially goes around the map on a loop.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [dufis791](#) on Fri, 29 Aug 2003 01:28:04 GMT
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i dont like how most the nod veicals look, every thing else looks awsum, i dont much care 4 the teleporters either.

btw, the pics of the infantry on ur site look like crap, hope they aint like that in the game. the veicals look better than the infantry.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [SomeRhino](#) on Fri, 29 Aug 2003 21:33:49 GMT
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m1a1_abrams I love the medium tank texture! It does look a bit like a plastic tank, but I like that because it looks just like the medium tank from Tiberian Dawn. It even has that little white square on the top of the turret, which you could always see in-game. I know it's not much but little details like that really do it for me

Well, I still want to retain the feel of Tiberian Dawn, but what I believe ACK is referring to is the monotony of the texture. It's too "clean," so to speak. Take for example this:

My Medium Tank Texture:

Westwood's Medium Tank Texture:

Westwood's has a greater degree of realism than mine because they add imperfections and such to make it look real. Although I don't have Photoshop, I can give this a shot and see if I can make it look less plastic and more convincing.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [warranto](#) on Fri, 29 Aug 2003 21:55:23 GMT
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I don't know... unless it's not the intention of the mod, a cartoonish look would be a refreshing change of pace.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [dufis791](#) on Fri, 29 Aug 2003 21:58:55 GMT
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lol, theres an idea! a "cartoon" map! lol, wouldnt be very poular, but it would b played occasionally

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [m1a1_abrams](#) on Fri, 29 Aug 2003 23:42:00 GMT
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I still think the texture is very nice as it is, but I suppose there's always room for improvement with anything. You already have a few scratches here and there... and any self-respecting tank commander would make sure he had a nice clean paint-job, without any of those nasty parts where the metal shows through

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Slicer_238](#) on Sat, 30 Aug 2003 00:10:06 GMT
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You want to know what a good Mode would be. Assault and Defence. Assault forces get more weak units like 12 players with 3 buggys and 5 light tanks against 8 players with 4 med tanks and 1 mammoth. And teh assault has to take the postion. And the defense tanks don't respawn.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [bigejoe14](#) on Sat, 30 Aug 2003 00:27:03 GMT
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Yea, the Medium tank can use a little more roughness in it, but I would like it to retain it cartoony look to keeps it's classic C&C feel.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Majiin Vegeta](#) on Sat, 30 Aug 2003 01:24:43 GMT
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the humvee has lights

do they light things up ?

looks good..

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Jaspah](#) on Sat, 30 Aug 2003 01:39:12 GMT
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Mmmmm, Lights!

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Aircraftkiller](#) on Sat, 30 Aug 2003 01:40:25 GMT
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bigejoe14Yea, the Medium tank can use a little more roughness in it, but I would like it to retain it cartoony look to keeps it's classic C&C feel.

The original C&C didn't look cartoonish at all... Check the videos, they looked like realistic vehicles and soldiers.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [m1a1_abrams](#) on Sat, 30 Aug 2003 02:02:25 GMT
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I think he's talking about how it looked ingame. After all, that's much more memorable than the cutscenes. The Nod light tank was little more than a rectangle, with a circle for a turret and a black line for a gun barrel. I'm not sure whether this will be the final model but the current Sole Survivor light tank represents this ingame look, rather than going for the M2 Bradley, which to be honest, the ingame light tank looked nothing like (apart from them both being generally tank-shaped of course).

[/img]

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Aircraftkiller](#) on Sat, 30 Aug 2003 02:12:43 GMT
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You don't see the inherent idiocy in basing a modification off the in-game look of a game that came out in 1995?

Look at the purchase icons, or the in-game videos. Those show much more detail than anything the in-game engine could do.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Renx](#) on Sat, 30 Aug 2003 02:24:32 GMT
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I think you should make the nod tank the color they where in the original cnc(like the first nod models that were made by westwood), that red it way to bright. And I think the infantry need some work. Other than that, I think this looks like a great mod. Keep up the good work.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [m1a1_abrams](#) on Sat, 30 Aug 2003 02:30:23 GMT
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It's nostalgia, it's not idiocy.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Aircraftkiller](#) on Sat, 30 Aug 2003 03:11:28 GMT
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*Aircraftkiller sighs and adds Abrams to the list of people who Just Don't Get It...

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [m1a1_abrams](#) on Sat, 30 Aug 2003 03:20:26 GMT
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I have a different opinion to you. I am allowed to, you know. Does it really matter that much?

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Aircraftkiller](#) on Sat, 30 Aug 2003 03:27:49 GMT
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No, but it's fun to write things in a condescending manner.

Honestly, TD wasn't about toy soldiers and tanks fighting each other. It isn't Army Men 3D. No tank looks like it came off the assembly line with gloss paint and everything on it.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [bigejoe14](#) on Sat, 30 Aug 2003 03:28:18 GMT
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I see where your going with this Aircraftkiller. But I think that this mod is supposed to capture the in-game feel and not a feel of a still shot or cinematic. That's why I said I would like the mod to retain a cartoony feel, like if you zoomed in really close lol.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Aircraftkiller](#) on Sat, 30 Aug 2003 03:32:41 GMT
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The cinematics are what told the story of the game... I find it really important to keep that feel.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [m1a1_abrams](#) on Sat, 30 Aug 2003 03:40:09 GMT
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To be honest I was a bit disappointed when I saw that they weren't using a model of the Bradley for the light tank, because I'm really fond of the M2 Bradley. However, if that tank model that I posted a picture of had a grey camo routine instead of red and black like the Renegade light tank, I think it would look really good. I have good memories of playing the original C&C back when I didn't even know that it was supposed to be a Bradley... I just saw what it looked like ingame, so for me the original Nod light tank looks like that. A rectangle with a circle for a turret

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Aircraftkiller](#) on Sat, 30 Aug 2003 03:47:54 GMT
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Look, the game's graphics were done in 1993 through 1995. They had no capacity for real detail on anything except the terrain, and even that was lacking.

If your argument held any water, WS would have made Renegade's vehicles all look like a box with a circular turret and the soldiers would all look like stick figures. The weapons would look like black sticks and the structures would be flat and boring.

You see what I'm saying now? You can't base a game off an outdated RTS' graphics engine. If you were to look at Generals - that's how TD could have looked had they waited until this time period to make it - there would be no excuse for making them look like toys.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [m1a1_abrams](#) on Sat, 30 Aug 2003 03:58:50 GMT
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I'm not really saying that Renegade should have looked like that. I'm just saying that I like the way SomeRhino's vehicle models look, because they really capture the look and feel of Tiberian Dawn ingame. I don't know if that's what he's aiming for or not, I just happen to like it. However, I'm sure that I would like it just as much if he decided to use more realistic models and textures instead.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [bigjoe14](#) on Sat, 30 Aug 2003 04:00:08 GMT
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Hmmm... I think what abrams said about Nod having a grey camo outfit instead of a red and black would not be a bad idea.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [SomeRhino](#) on Sat, 30 Aug 2003 05:07:58 GMT
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Yes, I am going for a look based off the way the units looked in-game. However, I am referring to cutscenes, the manual, FAS Military Analysis and other sources to add detail to these units. It's necessary to add these details in order for it to look reasonable. So, although I want to retain the feel of Tiberian Dawn, I'm not going to use that as a reason to release a "cartoon" looking modification, because that would be a poor reason. I am always trying to improve at what I do, and in about a half-hours work I have improved the medium tank's texture alot. After I finish with it, I will start giving the other units a facelift, and move on to the standard textures and such.

Again I'll use my trusty medium tank to illustrate my point:

Before Facelift:

After Facelift:

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Aircraftkiller](#) on Sat, 30 Aug 2003 07:42:44 GMT
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It looks better, but the tank only resembles an Abrams tank in the sense that it has a a faceted turret.

You may be better off redesigning the tank to look like an M1A1 Abrams instead of some weird hybrid of it.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Commando no. 448](#) on Sat, 30 Aug 2003 10:41:44 GMT
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Well ACK if you wanted to you could make a cutom skin that would make it look like an abrams, or replace the w3d model with one that looks like it. I beleive that is possible if custom weapon models are. But I don't think you can change the bones (I had a tomson weapon model and when he reloaded it the clip just juts through his hand).

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Demolition man](#) on Sat, 30 Aug 2003 13:17:10 GMT
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Here some pictures from TD dos to compare =o I only can't play the dos version on XP

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Commando no. 448](#) on Sat, 30 Aug 2003 13:40:01 GMT
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TD Dos? Man of course it is hard to compare. If you want I will get some picks from TD gold. They look a hell of alot better, but not massively wonderful.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [bigwig992](#) on Sat, 30 Aug 2003 14:55:58 GMT
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I like the new texture. And I love the model since I first layed eyes on it. I think I saw a mediam tank in a cutscene once during the entire Nod campaign. Either way, I still love that model.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [m1a1_abrams](#) on Sat, 30 Aug 2003 16:27:04 GMT
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btw ACK, did you see the question I asked about your medium tank model in that other thread?

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [coolmant](#) on Sat, 30 Aug 2003 16:35:08 GMT
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Sweet!!! Release date?

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Jaspah](#) on Sat, 30 Aug 2003 17:50:24 GMT
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Demolition Man, You may find this link interesting...

http://www.cncgames.com/ra_ccgold_patch.shtml

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [PiMuRho](#) on Sat, 30 Aug 2003 18:05:10 GMT
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Pointless trivia - C&C Gold was largely redundant. There was a patch in the early betas of Sole Survivor that automatically converted the engine and graphics to run under Windows and in SVGA. Needless to say, Westwood/VIE preferred to make people pay for a new version

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [m1a1_abrams](#) on Sun, 31 Aug 2003 16:18:27 GMT
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Seeing those screenshots of C&C Dos got me thinking about something. Did anyone else think the Nod turrets were far too small in Renegade? I expected them to be more like the shore defence cannon in that Renegade single player mission. The scaling was all wrong in Tiberian Dawn to make the game more accessible... I didn't expect the turrets to actually be the same size as a light tank in "real life", as it were.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [OrcaPilot26](#) on Sun, 31 Aug 2003 17:57:37 GMT
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I'm working on an M2 Bradley model (539 Polygons):

TD Light tank:

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [m1a1_abrams](#) on Sun, 31 Aug 2003 18:15:24 GMT
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It looks good

Looks a bit flat though, but it might be the angle of the picture, I'm not sure. Here are some pictures of the real Bradley.

Also, you can see on the second picture that the right side of the turret, next to the TOW launcher, is straight and doesn't slope backwards like the left side of the turret does.

It's looking very nice though! I hope you don't mind some constructive criticism

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [OrcaPilot26](#) on Sun, 31 Aug 2003 19:07:03 GMT
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hmmm, It must be thae angle of the picture.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [m1a1_abrams](#) on Wed, 03 Sep 2003 00:25:01 GMT
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Are you going to release the model when it's done?

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [PCWizzardo](#) on Tue, 28 Oct 2003 04:52:58 GMT
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You could also look at the BF1942 Desert Combat mod's Bradley for ideas.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [Blazer](#) on Tue, 28 Oct 2003 05:10:10 GMT
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Your headlights are exact copies of each other...they should be symmetrical layout...or is that asymmetrical...bah you know what I mean

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [TheMouse](#) on Tue, 28 Oct 2003 05:28:26 GMT
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AircraftkillerLook, the game's graphics were done in 1993 through 1995. They had no capacity for real detail on anything except the terrain, and even that was lacking.

If your argument held any water, WS would have made Renegade's vehicles all look like a box with a circular turret and the soldiers would all look like stick figures. The weapons would look like black sticks and the structures would be flat and boring.

That would be amusing...

Aircraftkiller*Aircraftkiller sighs and adds Abrams to the list of people who Just Don't Get It...

Oooh, can I be on that list too? Or was I already?

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [m1a1_abrams](#) on Tue, 28 Oct 2003 19:18:14 GMT
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This is an old thread... I was expecting new screenshots. Oh well.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [bigwig992](#) on Tue, 28 Oct 2003 20:51:00 GMT
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Heh, keep checking back at <http://www.drireign.NET> for more updates on it. We've just been taking a break.

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [gumgum904](#) on Tue, 28 Oct 2003 21:51:06 GMT
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looks really cool cant wait to try it

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [brent3000](#) on Fri, 31 Oct 2003 21:38:41 GMT
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looks great

when do you think it will be out

Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [kawolsky](#) on Fri, 31 Oct 2003 21:55:14 GMT
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Very nice,
Btw somerhino the Ren alert link in your sig really needs updating, its still set to Arm-ent!!
