
Subject: Tiberian Dawn: The First Strike

Posted by [Bfranx](#) on Mon, 19 Jul 2010 18:44:23 GMT

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

Tiberian Dawn: The First Strike is a free first person shooter based on Westwood's real time strategy, Command & Conquer: Tiberian Dawn. Take command with all of infantry, weapons, and vehicles from the game, and conquer your enemies in an epic base-oriented combat environment.

You can check out the mod here: <http://www.moddb.com...he-first-strike>

If you have any experience and wish to see this mod completed, apply on our forums at <http://www.firestormproductions.org/board>, email the company at firestorm-productions@hotmail.com, or email me directly at Bfranx1994@hotmail.com.

Thanks for reading, and be on the lookout for updates!

Subject: Re: Renegade Mod

Posted by [Sladewill](#) on Mon, 19 Jul 2010 19:01:24 GMT

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

the main question is do you know what your doing, by the sounds of your post you dont seem to be aware of the renegade netcode the w3d engine etc.

Subject: Re: Renegade Mod

Posted by [cnc95fan](#) on Mon, 19 Jul 2010 19:03:06 GMT

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

Sladewill wrote on Mon, 19 July 2010 14:01 the main question is do you know what your doing, by the sounds of your post you dont seem to be aware of the renegade netcode the w3d engine etc. He clearly doesn't; this is from the APB forums

Bfranx date=Jul 17 2010, 06:30 PM post=418443

yeah, only i dont know how to do anything. i was just gonna be the supervisor/producer if this ever got started. isnt APB in W3D?

Bfranx date=Jul 17 2010, 08:10 PM post=418454

.....i can't, im not an artist at all.

can you direct me to any other communities that i may gather members from?

Subject: Re: Renegade Mod
Posted by [TechnoBulldog](#) on Mon, 19 Jul 2010 19:34:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Being a team leader does not count as a position. Unless you know what you're doing, no one will respect you and you won't ever finish it. Don't try to recruit people if you have no clue how it works.

Subject: Re: Renegade Mod
Posted by [reborn](#) on Mon, 19 Jul 2010 19:34:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's just too late mate, and anyone who would be valuable either left a long time ago, is on a team already or would be on a team if they felt like joining one.
Good intention, but just way too late.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Mon, 19 Jul 2010 19:40:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

i cant lie and say that i know what im doing. but so far i've managed to gather 4 members (2 modellers, 1 sound manager, and a tester.)

these people know what they're doing. flame me all you want, but if you want to give this mod a shot go for it.

Subject: Re: Renegade Mod
Posted by [Reaver11](#) on Mon, 19 Jul 2010 20:36:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

You really shouldnt hire testers in the beginning.
Also realise that the project you are doing will take around 1 or 2 years depending on what you are doing. (or even longer)

I suggest you to shop around and look for a different engine or a game that will have a big community base in about 2 years.

It would be a shame if you get the game done and there arent any players.

Subject: Re: Renegade Mod
Posted by [Sladewill](#) on Mon, 19 Jul 2010 20:45:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

if you have efficient team it wouldn't take 2 years, but yeah you probably would be better off making a mod on source engine or another massive engine that's available for use. Also i would attempt to get more knowledge before starting a massive project because if you want to be a efficient leader you must know more to encourage the team and know what you want to achieve and how the correct way is.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Tue, 20 Jul 2010 09:16:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

well...if i cant get any members from this community, can one of you at least help me think of a name?

Subject: Re: Renegade Mod
Posted by [Sladewill](#) on Tue, 20 Jul 2010 12:13:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

we're only advising that you find a different engine and a community thats large so you time would not be wasted.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Wed, 21 Jul 2010 09:22:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

I know enough about modding that i can discuss it with team members, but still not enough that i can use it. not having the right software doesnt help either. this mod will do fine, if we manage to get more members...

Subject: Re: Renegade Mod
Posted by [cnc95fan](#) on Wed, 21 Jul 2010 10:09:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not really; Me and FWWolf started with BFD just on our own, in fact in the very beginning it was just me. We didn't get any more team members until 5 or 6 months later

Subject: Re: Renegade Mod
Posted by [liquidv2](#) on Mon, 26 Jul 2010 01:06:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Mon, 19 July 2010 13:44As some of you may or may not know, I am trying to

make a Mod of Renegade. This mod will make Renegade Exactly like Tiberian Dawn (the same way APB made it exactly like Red Alert).
i thought renegade did look like tiberian dawn; that's C&C 1
i think your mod is finished, it looks great

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Tue, 27 Jul 2010 19:03:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.moddb.com/company/firestorm-productions>

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Tue, 27 Jul 2010 22:35:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

liquidv2 wrote on Sun, 25 July 2010 20:06Bfranx wrote on Mon, 19 July 2010 13:44As some of you may or may not know, I am trying to make a Mod of Renegade. This mod will make Renegade Exactly like Tiberian Dawn (the same way APB made it exactly like Red Alert).
i thought renegade did look like tiberian dawn; that's C&C 1
i think your mod is finished, it looks great

maybe you dont understand what the word EXACT means...

renegade looks SIMILAR to tiberian dawn.

Subject: Re: Renegade Mod
Posted by [KobraOps](#) on Wed, 28 Jul 2010 16:22:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Tue, 27 July 2010 17:35liquidv2 wrote on Sun, 25 July 2010 20:06Bfranx wrote on Mon, 19 July 2010 13:44As some of you may or may not know, I am trying to make a Mod of Renegade. This mod will make Renegade Exactly like Tiberian Dawn (the same way APB made it exactly like Red Alert).
i thought renegade did look like tiberian dawn; that's C&C 1
i think your mod is finished, it looks great

maybe you dont understand what the word EXACT means...

renegade looks SIMILAR to tiberian dawn.

do something productive instead.

Subject: Re: Renegade Mod
Posted by [Sladewill](#) on Wed, 28 Jul 2010 16:35:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'll tell ya what nice website very clean boring and plain -_-

Subject: Re: Renegade Mod
Posted by [Ethenal](#) on Wed, 28 Jul 2010 17:32:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

There was already a conversion for this (Sole Survivor?) if I recall. I played it before. Wasn't too shabby.

However, I really don't see the need for a mod for a nearly dead game to make it look almost exactly like it did when it came from the magical software factory. But to each their own.

Subject: Re: Renegade Mod
Posted by [Tupolev TU-95 Bear](#) on Wed, 28 Jul 2010 18:03:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ethenal wrote on Wed, 28 July 2010 18:32 There was already a conversion for this (Sole Survivor?) if I recall. I played it before. Wasn't too shabby.

But on sole survivor it only added 3 structures the Obelisk, Advanced guard tower and silo.

But as far as starting a team here is what you need to do/know:

Learn to script and code.

Learn to model

Learn to texture.

Make your own .pkg

When you know how to start to do all of it then yeah try to recruit

Subject: Re: Renegade Mod
Posted by [Reaver11](#) on Wed, 28 Jul 2010 19:04:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Tue, 27 July 2010 17:35 liquidv2 wrote on Sun, 25 July 2010 20:06 Bfranx wrote on Mon, 19 July 2010 13:44 As some of you may or may not know, I am trying to make a Mod of Renegade. This mod will make Renegade Exactly like Tiberian Dawn (the same way APB made it exactly like Red Alert).

i thought renegade did look like tiberian dawn; that's C&C 1

i think your mod is finished, it looks great

maybe you dont understand what the word EXACT means...

renegade looks SIMILAR to tiberian dawn.

There is a very good reason why Renegade looks slightly different then Tiberian dawn.
I can explain it all if you really want to but simply said in one word Gameplay.

How awesome as your idea may sound now to you it is very low on potential.

A = the w3d or to say Renegade engine is hugely outdated.

B = there is no playerbase for it.

Also before you start advertizing like crazy you should have had some content done or some eyecandy.

Or a huge feature list with what you are gona offer.

Don't you agree that 'tiberian dawn for Renegade' is a bit lame to advertize?

What I suggest is take a different game-engine and then take a different cnc related era.

There is alot you can do / make a Renegade game / try with the cnc3 or cnc4 stuff or maybe even RA3.

I doubt there is much interest in a tiberian dawn like Renegade especially with Renegade X around.

Subject: Re: Renegade Mod

Posted by [Bfranx](#) on Thu, 29 Jul 2010 23:23:43 GMT

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

this is getting annoying...

instead of hurting the project why not try to help it...?

Subject: Re: Renegade Mod

Posted by [a000clown](#) on Fri, 30 Jul 2010 02:06:01 GMT

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

They may come off as rude, but really they're just trying to help you not waste your time.
If you're dead set on it go for it, we all look forward to seeing what you come up with. Just be aware that it will be very difficult if not impossible to gather a decent player-base for this conversion, which makes it somewhat pointless in the eyes of many.

Edit: It also doesn't help that we have no idea what your plans are for this, other than a vague "like Tiberian Dawn" which doesn't tell us much.

Subject: Re: Renegade Mod

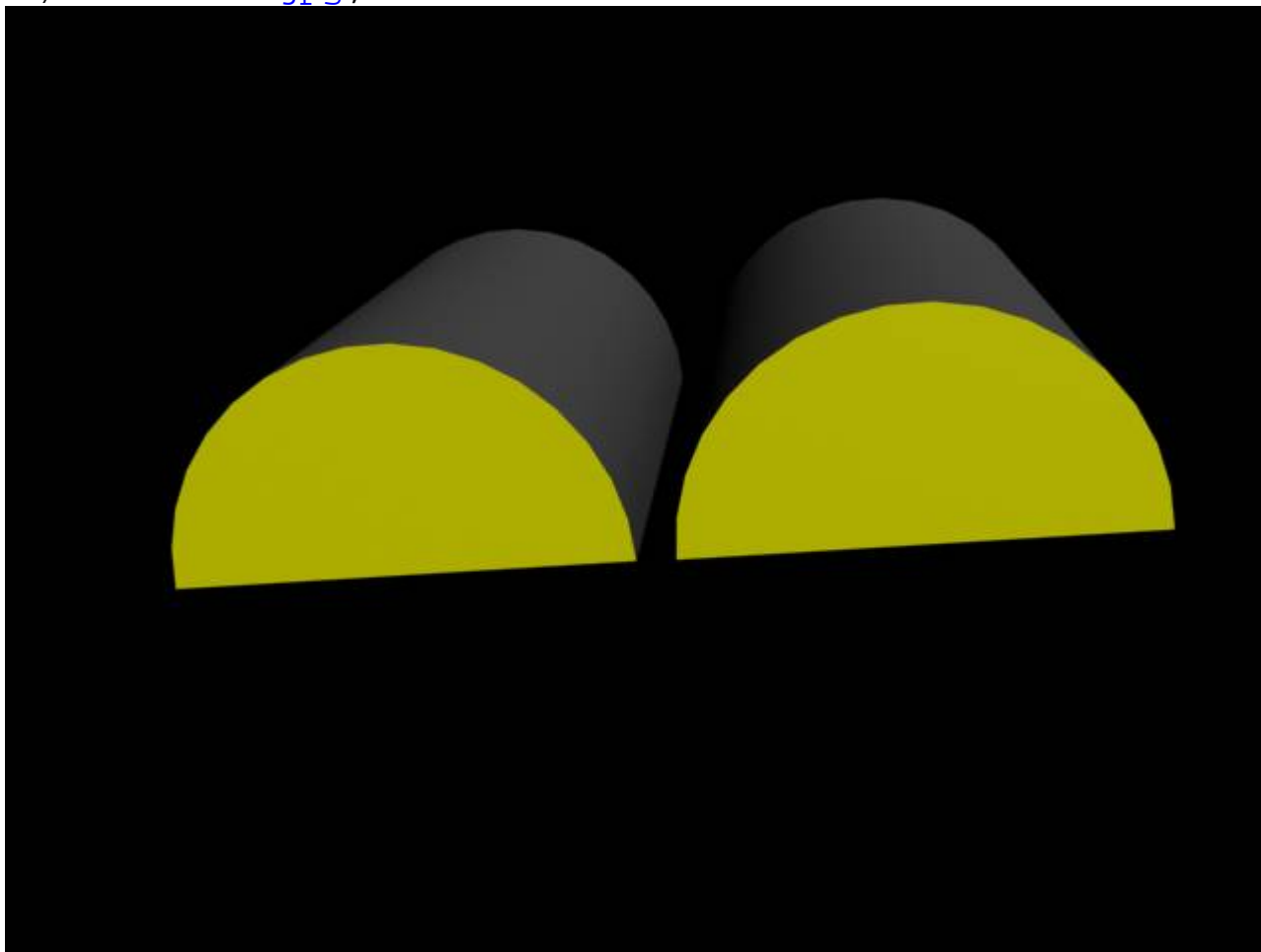
Posted by [Bfranx](#) on Fri, 30 Jul 2010 22:37:07 GMT

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

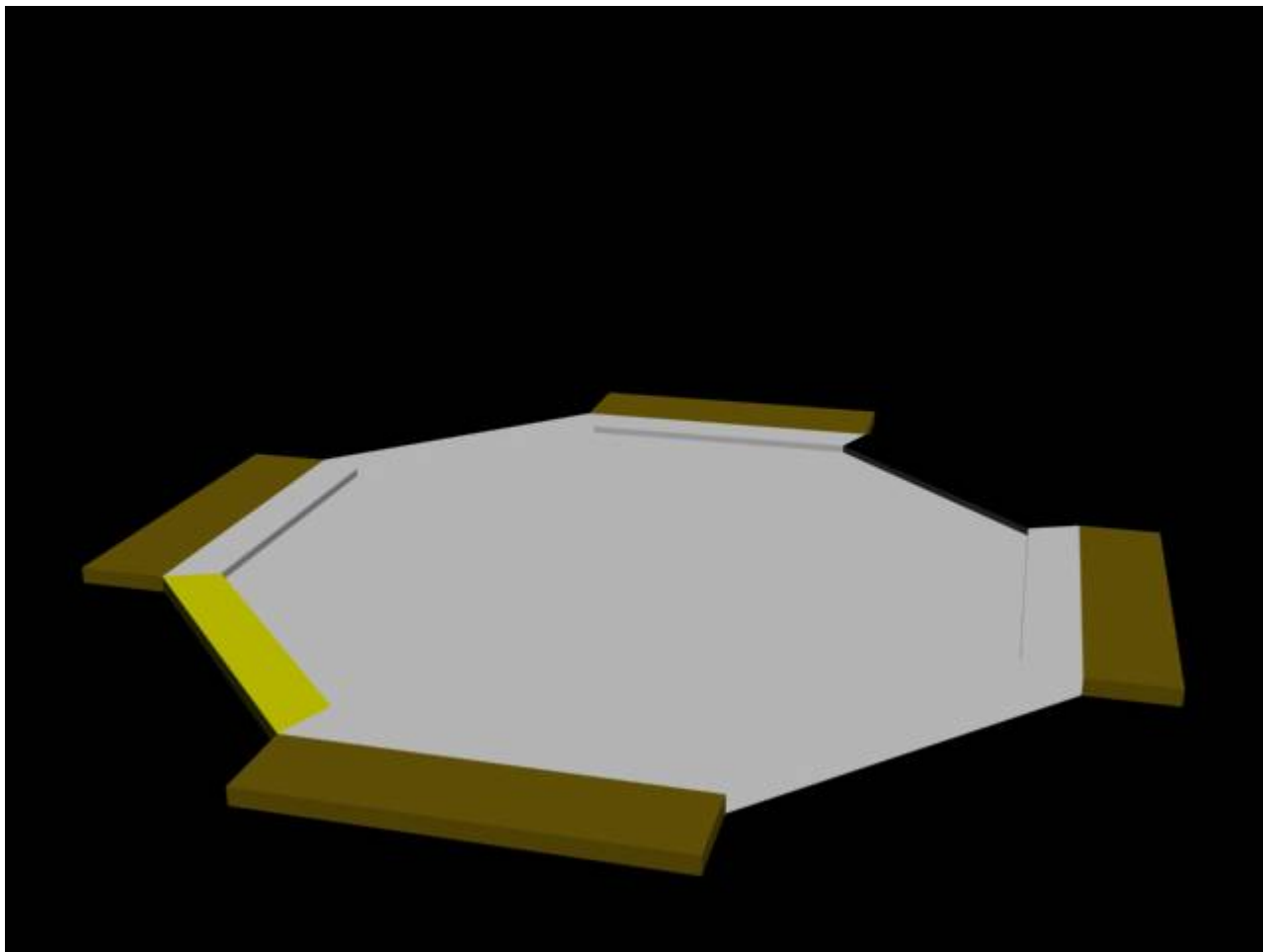
Here are my first attempts at 3ds modeling, this is my first time so forgive me for how bad they look...

File Attachments

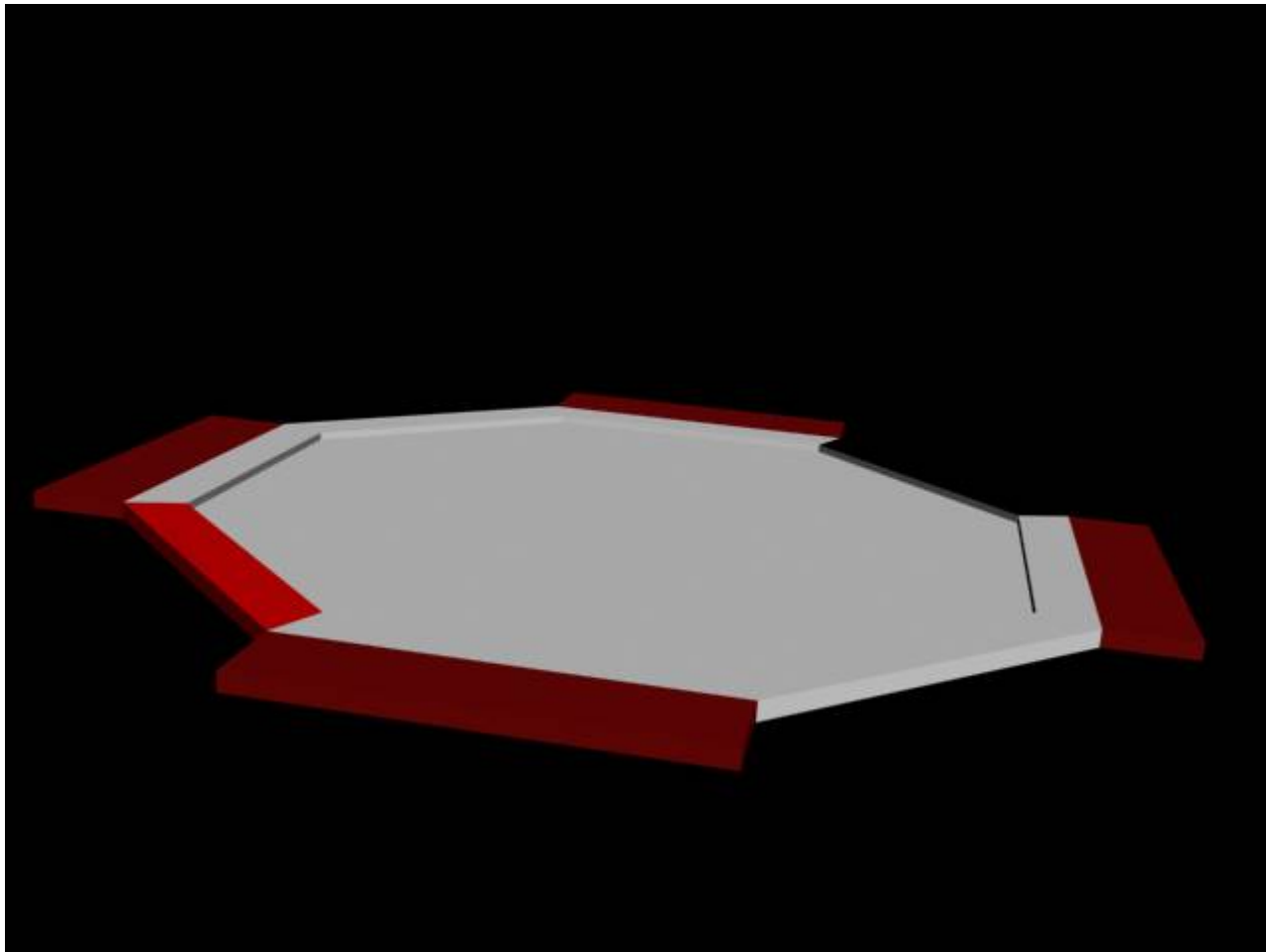
1) [Barracks.jpg](#), downloaded 307 times



2) [GDI Service Depot.jpg](#), downloaded 303 times



3) [NOD Service Depot.jpg](#), downloaded 263 times



Subject: Re: Renegade Mod
Posted by [Sladewill](#) on Fri, 30 Jul 2010 23:18:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

its okay for a beginner, but u still havent said what your planning on doing.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Fri, 30 Jul 2010 23:24:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Basically, the purpose of this mod is to remodel the buildings, vehicles, weapons, and infantry, add/remove vehicles and infantry that were/werent supposed to be there, and add gameplay fixes where needed. In essence we are trying to make it appear as close to Tiberian Dawn as we possibly can.

Subject: Re: Renegade Mod

Posted by [Reaver11](#) on Sat, 31 Jul 2010 10:35:50 GMT

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

I believe one of the reasons westwood changed their unit and weaponset was because they werent unique in comparison with other games.

According to tiberiandawn you have real-life guns like the m16.
Problem is there are many games that feature the standard rifles and guns.

Same goes for the vehicles.

Toggle Spoiler

Also the buildings in Renegade are way smaller.
PP on the right advpp on the left. (advpp is more rl style)
So when you make such a huge structure you did have to have a big interior as well. (otherwise it would look kinda silly)
Gameplaywise this is not smart.

Look just making 'tiberian dawn' is not gona work.
You need to figure out what you want and 'How to make it special'.
Thats what westwood did I suggest you look around on this site and check the cnc-source gallery.
<http://www.cnc-source.com/forums/index.php?app=gallery&module=cats&do=sc &cat=45>

Subject: Re: Renegade Mod

Posted by [Bfranx](#) on Sat, 31 Jul 2010 21:39:10 GMT

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

<http://www.moddb.com/games/tiberian-dawn-the-first-strike>

Subject: Re: Renegade Mod

Posted by [cnc95fan](#) on Sat, 31 Jul 2010 22:05:13 GMT

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

Note how Renegade is set in 2002

Subject: Re: Renegade Mod

Posted by [Bfranx](#) on Sun, 01 Aug 2010 06:50:34 GMT

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

ok, then this mod is set in 1995

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Mon, 02 Aug 2010 03:01:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

As i'm sure a lot of you have noticed, the website we are linked to, has nothng to do with the mod. Well, currently we are using a url redirect to one of my friends websites. Our website should be up and functional anywhere within 1-14 days, so don't worry.

Subject: Re: Renegade Mod
Posted by [GEORGE ZIMMER](#) on Mon, 02 Aug 2010 18:28:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd be up for helping this, but it just doesn't seem like you have your shit together. Sorry.

Subject: Re: Renegade Mod
Posted by [davidpox](#) on Wed, 04 Aug 2010 14:38:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

really you should Start with something smaller.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Thu, 05 Aug 2010 02:39:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok, thanks for the "help" i guess? :/

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sun, 15 Aug 2010 05:24:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Big surprise coming soon ^^

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Wed, 22 Sep 2010 22:08:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

check our moddb page if you want to see our surprise. if you cant see it, its still awaiting approval.

Subject: Re: Renegade Mod

Posted by [Bfranx](#) on Sat, 25 Sep 2010 14:44:59 GMT

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

SURPRISE!!!

[img]

Subject: Re: Renegade Mod

Posted by [Omar007](#) on Sat, 25 Sep 2010 15:56:28 GMT

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

Pics are small but looks like UnrealEditor??

AFAIK you need to ask EA permission to use C&C stuff on another engine then one of EA's.

Also, when you want to make a mod stand-alone you have to ask EA aswell, even if it's on one of their own engines.

I don't know how strictly they are on this but you better ask.

Subject: Re: Renegade Mod

Posted by [Spyder](#) on Sat, 25 Sep 2010 16:06:16 GMT

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

Do you think this is gonna work? You just work your way into the forums and expect people to join your team? Good luck...

Omar007 wrote on Sat, 25 September 2010 17:56Pics are small but looks like UnrealEditor??

AFAIK you need to ask EA permission to use C&C stuff on another engine then one of EA's.

Also, when you want to make a mod stand-alone you have to ask EA aswell, even if it's on one of their own engines.

I don't know how strictly they are on this but you better ask.

EA is very strict with this kinda stuff.

Subject: Re: Renegade Mod

Posted by [Bfranx](#) on Sat, 25 Sep 2010 18:27:04 GMT

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

why would i do this, if i wasnt already trying to get standalone? if ren x can do it why cant we? and yes, i do expect people to join.

Subject: Re: Renegade Mod

Posted by [Omar007](#) on Sat, 25 Sep 2010 19:51:25 GMT

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

Bfranx wrote on Sat, 25 September 2010 20:27why would i do this, if i wasnt already trying to get standalone? if ren x can do it why cant we? and yes, i do expect people to join.
They can because they have permission.
You don't so you can't.

(well technically you could; lawsuit inc)

And if you want people to join make sure you aren't doing stuff illegally. Normal people don't really like illegal stuff that much

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sat, 25 Sep 2010 19:59:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

I said, i've got it covered. its not even a factor at this point. it wont be until we at least get a beta up. but if noone helps we wont even get that far!

Subject: Re: Renegade Mod
Posted by [Omar007](#) on Sat, 25 Sep 2010 20:18:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Rule #1; get permission etc FIRST!!!

If you didnt know, enough mods have been terminated before they where released, hell some even got terminated right after they went online with their mod!

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sat, 25 Sep 2010 21:05:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, you do it then. Do you have any idea how hard it is now that APOC is gone? I'm working on it, i know its important, get off my back about it. its not like i can do it in the next 3 seconds...

Subject: Re: Renegade Mod
Posted by [Omar007](#) on Sat, 25 Sep 2010 21:06:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Sat, 25 September 2010 23:05Ok, you do it then. Do you have any idea how hard it is now that APOC is gone? I'm working on it, i know its important, get off my back about it. its not

like i can do it in the next 3 seconds...
I know i'm in the exact same spot!
I've been trying to reach Goodman for over 3 weeks now :V
APOC responded to me in 7 minutes D:

Though it's not smart going public with your stuff if you don't have permission.
You can ofcourse work on it and see if you can find some people but showing and/or releasing anything you don't have permission for, is just not smart.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sat, 25 Sep 2010 21:12:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, it's hard and i understand. And while we probably shouldnt release, its not going to stop us from working. But rest assured we're doing everything we can to get the necessary permissions. lol with how slow goodman is, id rather get EA's attention by releasing and then work something out.

Subject: Re: Renegade Mod
Posted by [cnc95fan](#) on Sat, 25 Sep 2010 21:15:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

The point Omar is trying to make is that you may never get permission to release it as a standalone and therefore you are falsely advertising it as Indie when it isn't.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sat, 25 Sep 2010 21:21:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well we never said "we have permissions" to anyone. I mean, what do you want me to do?

Subject: Re: Renegade Mod
Posted by [Tupolev TU-95 Bear](#) on Sat, 25 Sep 2010 21:39:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well first, i just read on your Moddb page that your moving to the UT3 engine, so id advise you to have permission from Epic games aswell as EA.

Proof about the engine change

So you was on the .w3d now to the Unreal Engine?

Subject: Re: Renegade Mod
Posted by [Spyder](#) on Sat, 25 Sep 2010 21:47:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just another fail project...This is never going to happen. Especially with that attitude.

I am currently busy contacting Crystal Dynamics, Eidos and Activision to get permission to make an Unreal 3 version of the game Pandemonium. I have sent about 20 e-mails already in the past 6 months. No clear response yet. Until I have permission I will not start recruiting people. « The correct way.

What Omar is trying to say is, first get your things sorted out. Make sure you have permission from Epic Games and EA Games, until then your project is just another "NO GO" project.

Subject: Re: Renegade Mod
Posted by [Tupolev TU-95 Bear](#) on Sat, 25 Sep 2010 22:06:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Anon wrote on Sat, 25 September 2010 22:47Just another fail project...This is never going to happen. Especially with that attitude.

I am currently busy contacting Crystal Dynamics, Eidos and Activision to get permission to make an Unreal 3 version of the game Pandemonium. I have sent about 20 e-mails already in the past 6 months. No clear response yet. Until I have permission I will not start recruiting people. « The correct way.

What Omar is trying to say is, first get your things sorted out. Make sure you have permission from Epic Games and EA Games, until then your project is just another "NO GO" project.

Exactly, it seems your not listening to Omar or Anon.
So really, if you dont understand > If your mod is not given permission and your team had worked on it for nothing, well thats it.....

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sat, 25 Sep 2010 22:12:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

look, i know i messed up. Im trying to fix it. but you arent helping anything...

Subject: Re: Renegade Mod
Posted by [Tupolev TU-95 Bear](#) on Sat, 25 Sep 2010 22:16:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

All we are telling you is that your just wasting your time on getting permission from 2 companies EA and Epic games since your using the engine and materials that belonged to westwood/EA.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sat, 25 Sep 2010 22:20:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

i've tried EA! nothing! i've been trying since before i even started! if you guys know who i can ask (other than Goodman) please tell me.

Subject: Re: Renegade Mod
Posted by [Tupolev TU-95 Bear](#) on Sat, 25 Sep 2010 22:25:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Sat, 25 September 2010 23:20 i've tried EA! nothing! i've been trying since before i even started! if you guys know who i can ask (other than Goodman) please tell me.
In that case then ask for Epic games permission then!

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sat, 25 Sep 2010 22:26:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

already have.

Subject: Re: Renegade Mod
Posted by [Tupolev TU-95 Bear](#) on Sat, 25 Sep 2010 22:28:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

/sighs
Ever heard of halting mod production?

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sat, 25 Sep 2010 22:32:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

we have. the update has been done for weeks, we were just tweaking it. we havent made anything new aside from the guns in weeks.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sat, 25 Sep 2010 22:38:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, really all i need to worry about is EA. Epic games made the UDK so people could make standalone games. so, i doubt there will be legal issues with them...

...well unless i violate EULA, but ill be sure not to.

Subject: Re: Renegade Mod

Posted by [cnc95fan](#) on Sat, 25 Sep 2010 22:38:45 GMT

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

Mi-28 Havoc wrote on Sat, 25 September 2010 17:06Anon wrote on Sat, 25 September 2010 22:47Just another fail project...This is never going to happen. Especially with that attitude.

I am currently busy contacting Crystal Dynamics, Eidos and Activision to get permission to make an Unreal 3 version of the game Pandemonium. I have sent about 20 e-mails already in the past 6 months. No clear response yet. Until I have permission I will not start recruiting people. « The correct way.

What Omar is trying to say is, first get your things sorted out. Make sure you have permission from Epic Games and EA Games, until then your project is just another "NO GO" project.

Exactly, it seems your not listening to Omar or Anon.

So really, if you dont understand > If your mod is not given permission and your team had worked on it for nothing, well thats it.....

Not necessarily, he can still make it a TC mod for Renegade in the worst case scenario.

Subject: Re: Renegade Mod

Posted by [Bfranx](#) on Sat, 25 Sep 2010 22:46:21 GMT

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

thank you cnc95fan, thats probably one of the most positive comments i've received on this forum.

Subject: Re: Renegade Mod

Posted by [Bfranx](#) on Sun, 26 Sep 2010 00:14:58 GMT

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

and to all those wondering, its easy to convert w3d files to udk.

Subject: Re: Renegade Mod

Posted by [trooprm02](#) on Sun, 26 Sep 2010 03:32:49 GMT

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

Cool Who ever did the modeling is pretty good

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sun, 26 Sep 2010 03:48:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tom is a great modeller, im glad he's on the team.

thanks for the comment!

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sun, 26 Sep 2010 20:29:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Flame Tank model released! Thanks Tom!

Subject: Re: Renegade Mod
Posted by [Reaver11](#) on Mon, 27 Sep 2010 07:50:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

It doesnt look bad.

I can see someone with knowledge of modelling has worked on it.

However there are sections you can improve.

<http://www.cnc-source.com/forums/index.php?app=gallery&module=images§ion=viewimage&img=4965>

The flametank you have posted looks asif its streched vertically.

Now it looks like a box on treads with the flametank assets. Besides that the cabine needs to stick out some more.

Also the back of the tank needs refining.

From these pictures from cnc-source you can easily measure the size of the flametank assets.

Do what you want with these suggestions.

Though I wonder what did you guys use as reference material?

Since I think the modeller did some great work however his reference material sucked.

Now before you start shouting again that we arent helping you take a brake of a few minutes and then track back through this thread. I mean it took Omar 4 posts before you were really listening to what he was saying...

If you start reading/listening better then I'm sure you will find alot of help on these forums.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Mon, 27 Sep 2010 12:21:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

well, what you said was helpful, everyone else was telling me what i already knew about us not having permissions. and as for our source we used this pic, it was a pic from the cutscenes.

Subject: Re: Renegade Mod
Posted by [Reaver11](#) on Mon, 27 Sep 2010 14:00:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

There is better comparison material available. ->

Toggle Spoiler

This is the flametank w3d model from the beta from Renegade alot of the files are available and you can use them to get your models to the appropriate size.

Try checking out the Renegade Beta pack ->
<http://www.renegadeforums.com/index.php?t=msg&th=35819&start=0&rid=2> 2503

Besides that you need to work out something special for your game/mod.
Just recreating Renegade in tiberian dawn style might be inadequate.

Before you get there however try to reach EA.
Which as I read is harder then I expected it to be.

Subject: Re: Renegade Mod
Posted by [Pritch96](#) on Mon, 27 Sep 2010 15:12:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi there, Moddeler for The First Strike here,

Thanks for the Compliments guys. Nice to see. To The previous poster: thanks for your comment, will take on board and changes will be made. As for the rest of the thread, I can't say I'm proud, but I'm staying out of it. Nothing to do with me, got enough to do as it is

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Wed, 29 Sep 2010 22:38:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

we still need staff. mostly 3d artists, programmers, and uv unwrappers. but we'll consider anything other than testers at this time.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Thu, 14 Oct 2010 20:52:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

We now have permission to make our mod.

link is here: <http://forums.commandandconquer.com/jforum/posts/list/0/44234.page#709956>

Subject: Re: Renegade Mod
Posted by [trooprm02](#) on Fri, 15 Oct 2010 01:48:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

congrats

but fyi, Renegade assets (textures, models, etc) are NOT public domain (yet atleast). I'd still personally just go ahead and use em anyway, but that would just be me

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Fri, 15 Oct 2010 03:41:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

well...as far as i know we arent using any renegade assets

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sat, 16 Oct 2010 22:39:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

We have added forums on moddb, since our site forums are offline.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sun, 17 Oct 2010 03:44:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

disregard the last message, our main site's forums were just added

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Tue, 26 Oct 2010 03:01:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Please welcome our newest member Kiran! he is a skilled modeller and mapper. currently he is working on the GDI barracks, and will work on the War Factory soon afterwards.

Subject: Re: Renegade Mod
Posted by [JeepRubi](#) on Fri, 29 Oct 2010 03:39:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

DOUBLE POS...

TRIPPLE P...

M-M-MULTI POST!

Subject: Re: Renegade Mod
Posted by [trooprm02](#) on Fri, 29 Oct 2010 03:45:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

^LOL

Subject: Re: Renegade Mod
Posted by [Jerad2142](#) on Fri, 29 Oct 2010 03:46:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

JeepRubi wrote on Thu, 28 October 2010 21:39DOUBLE POS...

TRIPPLE P...

M-M-MULTI POST!

MMMMMONSTER POST!

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sat, 30 Oct 2010 20:43:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

facepalm

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sat, 30 Oct 2010 20:44:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

this isnt a spam thread, so wtf are you guys doing?

Subject: Re: Renegade Mod
Posted by [Tupolev TU-95 Bear](#) on Sat, 30 Oct 2010 21:12:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Sat, 30 October 2010 21:44this isnt a spam thread, so wtf are you guys doing?
Its the fact that you Quad-droupled post...

Anyways, i aint seen updates on your moddb profile.

Subject: Re: Renegade Mod
Posted by [Reaver11](#) on Sat, 30 Oct 2010 21:25:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quadrupel posting on Renegadeforums is not gona get you good attention.
PR is actually one of the hardest things to do in the gaming world. (I mean even some great Renegade projects struggle with that)

Besides that for small additions use the edit button

Also you should be more cautious with your initial gamedesign.
It will be hard to attract players for that.

Simply said you are fishing in an empty sea.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sun, 31 Oct 2010 01:40:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

well since the first message in the "multi-post" was a response, that doesnt make sense. and the last message, was 9 days after the others. so the only ones that you could count would be the 2nd and 3rd, which would make it a double post. yes, its unprofessional, but i was hoping at least someone could be mature enough to ignore it...but so much for that.

Subject: Re: Renegade Mod
Posted by [Jerad2142](#) on Sun, 31 Oct 2010 04:38:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't know which I find more annoying, the spam or the people complaining about it...

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sun, 31 Oct 2010 15:44:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Please welcome our newest member pablito, he is a 3d environment artist/prop artist/3d modeller, and is working on the War Factory, and Kiran is still working on the barracks.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Thu, 04 Nov 2010 02:25:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

great news, we have fixed the problem with the registering email and link. all who did not receive account details, please re-register, it will work.

EDIT: It may show up in your junk folder (it does that sometimes :/) be sure to check your junk folder right after registering.

Subject: Re: Renegade Mod
Posted by [my486CPU](#) on Thu, 04 Nov 2010 15:16:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

I actually like this idea because I remember playing the original C&C game back in I think '97, a friend had introduced it to me and we played using a direct phone line connection lol it was loads of fun.

At first I kinda thought your project was a dumb idea (the whole start with nothing hope for something approach) but the way you keep at it even with all the negative feedback deserves some sorta props.

I hope your project gets completed -I would play if it gets done ftw.

Btw I like the "Devil's Tongue Incinerator Tank" model, cant wait to see it skinned.

Edit: One suggestion Bfranx -instead of doing 3 or 4 posts in a row just do an edit to the first post. it would just be easier to read is all.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Thu, 04 Nov 2010 21:03:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

my486CPU wrote on Thu, 04 November 2010 09:16I actually like this idea because I remember playing the original C&C game back in I think '97, a friend had introduced it to me and we played using a direct phone line connection lol it was loads of fun.

At first I kinda thought your project was a dumb idea (the whole start with nothing hope for something approach) but the way you keep at it even with all the negative feedback deserves some sorta props.

I hope your project gets completed -I would play if it gets done ftw.

Btw I like the "Devil's Tongue Incinerator Tank" model, cant wait to see it skinned.

Edit: One suggestion Bfranx -instead of doing 3 or 4 posts in a row just do an edit to the first post. it would just be easier to read is all.

Thanks, I honestly was about to lose hope, but then we were given permission and new members joined. We are planning to re-do the flame tank model (it needs a lot of work :/) and then skin it. Yes, i realize that multiple posts are annoying, but when i was posting them, i didnt really think about that.

Subject: Re: Renegade Mod

Posted by [my486CPU](#) on Fri, 05 Nov 2010 00:09:20 GMT

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

Bfranx wrote on Thu, 04 November 2010 17:03my486CPU wrote on Thu, 04 November 2010 09:16I actually like this idea because I remember playing the original C&C game back in I think '97, a friend had introduced it to me and we played using a direct phone line connection lol it was loads of fun.

At first I kinda thought your project was a dumb idea (the whole start with nothing hope for something approach) but the way you keep at it even with all the negative feedback deserves some sorta props.

I hope your project gets completed -I would play if it gets done ftw.

Btw I like the "Devil's Tongue Incinerator Tank" model, cant wait to see it skinned.

Edit: One suggestion Bfranx -instead of doing 3 or 4 posts in a row just do an edit to the first post. it would just be easier to read is all.

Thanks, I honestly was about to lose hope, but then we were given permission and new members joined. We are planning to re-do the flame tank model (it needs a lot of work :/) and then skin it. Yes, i realize that multiple posts are annoying, but when i was posting them, i didnt really think about that.

If your going to remake that model then I could say there is one thing I noticed when I looked at the barrels, I am assuming that you would want them to move up and down, what I'm thinking is the difference between the medium tank and the light tank barrels, if you look at them u see a big difference part of the turret is etched out on the light so the barrel looks like its hinged to the turret were as the med tank is not, I noticed that same look on your model. I suppose you could do the wwskin or linked xform thing but imo that should be done on the hose verts.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Fri, 05 Nov 2010 00:29:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

well, i dont know if we're going to make the barrels move up and down, because i think they're supposed to be just attached, not even the turret moves.
<http://www.youtube.com/watch?v=uSMaKk0wYok>

Subject: Re: Renegade Mod
Posted by [ArtyWh0re](#) on Sun, 07 Nov 2010 00:10:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lol. This cutscene used to always make me laugh, the last part where it fires at you
About the post thing, when you only update a post it does not bump the topic to the top.

Subject: Re: Renegade Mod
Posted by [LR01](#) on Tue, 09 Nov 2010 17:21:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Something you might wan to do: Add a link in your sig to your side/modddb profile, might help.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Wed, 10 Nov 2010 00:11:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Will do.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sat, 27 Nov 2010 18:28:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

We are nearing the completion of all the weapons, but we need to decide the pistols and the Nod

sniper rifle. We have two sets for vote. Set 1: Walther P22 for GDI, and Tokarev for Nod. Set 2: Glock 18 for Nod, and Beretta 92 for GDI. The sniper rifle is open for suggestions, we honestly have no idea which one to use. We would prefer that it be 50. caliber. GDI's rifle is the barett 50 cal, and the commando uses a 50. cal rifle, so we thought we would stay as close to the book as possible. So cast your votes! The time of decision is upon us!

Thanks,
Brandon, and the rest of the Firestorm Productions team.

Subject: Re: Renegade Mod
Posted by [my486CPU](#) on Fri, 03 Dec 2010 23:50:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Sat, 27 November 2010 13:28We are nearing the completion of all the weapons, but we need to decide the pistols and the Nod sniper rifle. We have two sets for vote. Set 1: Walther P22 for GDI, and Tokarev for Nod. Set 2: Glock 18 for Nod, and Beretta 92 for GDI. The sniper rifle is open for suggestions, we honestly have no idea which one to use. We would prefer that it be 50. caliber. GDI's rifle is the barett 50 cal, and the commando uses a 50. cal rifle, so we thought we would stay as close to the book as possible. So cast your votes! The time of decision is upon us!

Thanks,
Brandon, and the rest of the Firestorm Productions team.

Do you have any screen shots of the weapons?

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Sat, 04 Dec 2010 16:37:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, here are the pictures in this order. Walther p22, tokarev, glock 18 and beretta 92.

if you meant the guns we made, i can show those too.

::EDIT:: The guns have been decided, modeled, and will be released in the coming update.

File Attachments

1) [walther_p22_left_1200px.jpg](#), downloaded 122 times



2) [400px-Tokarev_NorincoM213SS.jpg](#), downloaded 121 times



3) [800px-Glock18c_01-1-.jpg](#), downloaded 111 times



4) [imagesCAJOKKAD.jpg](#), downloaded 108 times



Subject: Re: Renegade Mod

Posted by [Bfranx](#) on Sun, 16 Jan 2011 17:52:20 GMT

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

we know we havent had any large update in a while, but believe me, we have the war factory, the barracks, and all the weapons modeled. they will be textured and released in the coming update. thanks for being so patient.

Subject: Re: Renegade Mod

Posted by [N1warhead](#) on Fri, 04 Feb 2011 02:26:45 GMT

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

This is another soon to be dead mod.

The rate of speed that of which he is supposedly working he should have already had another mod update almost a month later.

But good luck with your mod brother.

Subject: Re: Renegade Mod

Posted by [Bfranx](#) on Sun, 06 Feb 2011 17:17:16 GMT

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

Trust me, an update is coming soon...we just need to gather all the models together, and one of our members hasnt been online in a while so we cant gather that one....

Subject: Re: Renegade Mod

Posted by [N1warhead](#) on Sun, 06 Feb 2011 18:19:31 GMT

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

Glad to know y'all are still have an update.

Subject: Re: Renegade Mod

Posted by [Bfranx](#) on Mon, 14 Feb 2011 23:04:13 GMT

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

just released an update, be sure to look at it when its up. heres the link to our page:
<http://www.moddb.com/games/tiberian-dawn-the-first-strike> and happy Valentine's Day!

with love,
Firestorm Prouctions

Subject: Re: Renegade Mod

Posted by [my486CPU](#) on Tue, 08 Mar 2011 04:00:36 GMT

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

I was just curious as to how things were going with your mod?

Also what engine are you going to be using? SAGE?

Subject: Re: Renegade Mod

Posted by [Bfranx](#) on Tue, 08 Mar 2011 21:35:57 GMT

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

things are going good, and we are using the unreal engine. you can check it out on our moddb page <http://www.moddb.com/games/tiberian-dawn-the-first-strike>

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Bfranx](#) on Thu, 23 Jun 2011 05:36:58 GMT

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

edited original post, wondering if i should make a new thread...

EDIT: Just released an update, check our moddb page.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Bfranx](#) on Sat, 16 Jul 2011 20:42:28 GMT

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

We've just posted our 1 year anniversary update!

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Fabian](#) on Mon, 25 Jul 2011 18:37:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

I always though moddb needed another doomed C&C game. Seriously, search "Command and Conquer" on moddb and set the status to unreleased. This game will quickly join the ranks. Good luck!!

Subject: Re: Tiberian Dawn: The First Strike
Posted by [bunka](#) on Wed, 27 Jul 2011 00:54:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

great update thanks! will next year's anniversary update be another building and a vehicle? this way atleast you can have the models finished by 2045.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 28 Jul 2011 07:55:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey thanks for the comments, good to see someone is still alive out there.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Mon, 08 Aug 2011 01:54:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

We've released our new website! Check it out here: <http://firestormproductions.org/board/> its currently just a forum, but its being updated all the time.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 16 Sep 2011 21:53:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just updated, check it out!

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sat, 15 Oct 2011 16:34:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

We've just update with the recon bike! You should check it out when its authed.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sat, 29 Oct 2011 15:52:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Website is down, please use our moddb forums until we either get the old site up again, or make a new website. <http://www.moddb.com/games/tiberian-dawn-the-first-strike/forum/>

EDIT: False alarm, you're still welcome to use the moddb forums though

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sun, 15 Jan 2012 15:03:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Things have been going slow, really slow. This update is basically to inform everyone that we aren't dead, but that we could really use some help.

We need 3D modelers, and those who can animate and rig 3d models the most. However, we are also accepting:

Website Designers
Concept Artists
Texture Artists
Promotional/Logo Artists

Everyone else is either really busy, or having computer/software problems. So everything will be going at a snail's pace, if at all, without any help.

Respectfully,
Bfranx and the Firestorm Productions Team

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 08 Mar 2012 17:58:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

We're looking for help in the following fields!

3d Art (also rigging and unwrapping)
Engine Coding
Programmers
Website Designers
Concept Artists
Logo/Promotional Artists
Public Relations
Animators
Texture Artists

If you want this game to pull through then consider joining! Its a big order to fill, but weve got a big community! Join Today!

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 06 Apr 2012 02:30:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

There is renewed hope. abcd5799 has joined and is working on the guard tower (currently WIP)

And remember that we're looking for all of the following: *= Accepting ***=Need Desperately # = Not Accepting at this time

3D Artists: Buildings, Weapons, Characters, Vehicles. ***

3D Unwrappers: Getting the models ready for texturing. #

Texture Artists: Texturing the unwrapped models. #

Animators/Riggers: Basically, making it so that the models will work on the Unreal Engine. #

Engine Programmers: Making sure that everything works right. *

Concept Artists: 2D Drawings for the 3D Artists to base their work on. ***

Logo/Promotional Artists: Logos for the game and company, and posters to attract new followers and members. *

Website Designers: We need a new website to post ideas, updates, and accept new members.

Mappers: Putting it all together. Should be able to work with textures and models, and know how to use the UDK map maker, or any other map maker that will work on the Unreal Engine.#

Sound Designers: Vehicle, Weapon, and Ambient sounds. ***

These positions are not paid, however, joining could be a great opportunity to work with a team, improve your ability, and have something to show others when applying for their team.

If you're interested, message me here, apply on our website www.firestormproductions.org/board or email me at Bfranx1994@hotmail.com

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Fri, 06 Apr 2012 14:05:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

That is an inaccurate model. I suggest following your references closer if you want this mod you're developing to look true to the original game. Also, there are many areas of that model which could be improved: reduce the sandbag polygon counts as a starter point. Normals would give you the detail you're looking for.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 06 Apr 2012 15:15:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

this was just his basic WIP, we've already talked about what needs to be changed, and hes working on it now.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Fri, 06 Apr 2012 17:30:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

When I post my work as a work-in-progress, the model is not so far from the source material as to require a rework of the geometry to such an extent that it greatly affects the model's silhouette after I'm finished with it.

Similarly, if you were to develop a model of a watermelon that looked like a cantaloupe, calling it a work in progress is simply an obfuscation of the problem: you need to hire modelers that are worth their salt. When you ask for a certain type of object and get a similar but different one in its place, you're working with someone who needs attention to detail.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [reckneya](#) on Fri, 06 Apr 2012 18:35:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Fri, 06 April 2012 10:30When I post my work as a work-in-progress, the model is not so far from the source material as to require a rework of the geometry to such an extent that it greatly affects the model's silhouette after I'm finished with it.

Similarly, if you were to develop a model of a watermelon that looked like a cantaloupe, calling it a work in progress is simply an obfuscation of the problem: you need to hire modelers that are worth their salt. When you ask for a certain type of object and get a similar but different one in its place, you're working with someone who needs attention to detail.

Let me predict his reply:

He already knows this. He's working on this. And you are not helping.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 06 Apr 2012 18:50:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Fri, 06 April 2012 10:30When I post my work as a work-in-progress, the model is not so far from the source material as to require a rework of the geometry to such an extent that it greatly affects the model's silhouette after I'm finished with it.

Similarly, if you were to develop a model of a watermelon that looked like a cantaloupe, calling it a work in progress is simply an obfuscation of the problem: you need to hire modelers that are worth their salt. When you ask for a certain type of object and get a similar but different one in its place, you're working with someone who needs attention to detail.

Almost immediately after joining he released this out of thin air, so my guess is he had already been working on it. He didn't really have any good sources for material, from what I understand, he worked by memory or from pictures on the EVA Database until i gave him a link to a gallery of resources. Regardless, I gave him a list of the things that needed to be corrected, and if needed, he'll have to re-work the entire model.

Criticism is always appreciated, thanks for the input.

reckneya wrote on Fri, 06 April 2012 11:35 Aircraftkiller wrote on Fri, 06 April 2012 10:30 When I post my work as a work-in-progress, the model is not so far from the source material as to require a rework of the geometry to such an extent that it greatly affects the model's silhouette after I'm finished with it.

Similarly, if you were to develop a model of a watermelon that looked like a cantaloupe, calling it a work in progress is simply an obfuscation of the problem: you need to hire modelers that are worth their salt. When you ask for a certain type of object and get a similar but different one in its place, you're working with someone who needs attention to detail.

Let me predict his reply:

He already knows this. He's working on this. And you are not helping.

Please don't try to insinuate that you know someone unless you really do. This thread is for criticism, questions, and recruitment. Since your post is not in any of these categories, its off topic and does not belong here.

But if you have anything constructive to say, please do.

Polite as always,
~Bfranx

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 06 Apr 2012 20:20:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

-snip-

Subject: Re: Tiberian Dawn: The First Strike

Posted by [reckneya](#) on Fri, 06 Apr 2012 21:10:00 GMT

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

Bfranx wrote on Fri, 06 April 2012 11:50

reckneya wrote on Fri, 06 April 2012 11:35

Let me predict his reply:

He already knows this. He's working on this. And you are not helping.

Please don't try to insinuate that you know someone unless you really do. This thread is for criticism, questions, and recruitment. Since your post is not in any of these categories, its off topic and does not belong here.

But if you have anything constructive to say, please do.

Polite as always,

~Bfranx

My post is exactly that, only you seem to be unable to understand the subtle message. Allow me to be blunt: You made a very poor choice to choose Renegade as the engine for this mod. This was said to you very early on, and all you have done is counter the commenters that addressed this to you with comments in the likes of "I already know that" - "I am already working on that" and such. Your mod will have no player base once it is finished, taking into mind the chances that it will be finished are slim to say the least. The proof of how dead your mod actually is, is right there: the moddb gets absolutely no attention, your forum is as good as dead, and what little posts are there are almost all made by you. Your PR managing is completely missing, considering you're posting on a forum that pretty much rejected your mod concept (or better said; the lack of a concept - you have not provided anything substantial when it comes to the concept, only vague one liners) and still you persist in updating us. And when you update us, it's complete bullshit. Just look at your last update, this guard tower. As Aircraftkiller told you; that is not how a guard tower in C&C95 looks. You then comment back on him you know this, and are working on it, the guy who made it just came with this out of the blue. COME AGAIN?? Let me get this clear: Your aim is to make C&C TD mod for renegade to make it resemble it EXACTLY how it is, and when someone makes something, which is not that, you decide to post it as an update on your mod? What is the logic behind this!? The only thing this shows is your desperation to prove to a community that has already deemed your mod "dead" that it's not. By posting "updates" of stuff you aren't even going to use because it doesn't fit the mod, you only prove to us that your mod is in fact dead.

That's the criticism. Now let me give you some advice. It's been said many times before, but who knows, maybe you'll learn to understand what it means this time: Stop wasting your time. Your mod is a failure in the making. Make a PKG mod or something, it will be easier to do and quicker finished, and God knows it might get a player on a random Sunday evening. What you are doing now, is completely pointless.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Aircraftkiller](#) on Fri, 06 Apr 2012 21:20:02 GMT

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

Quote: Mappers: Putting it all together. Should be able to work with textures and models, and know how to use the UDK map maker, or any other map maker that will work on the Unreal Engine. #

He isn't working with Renegade.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [reckneya](#) on Fri, 06 Apr 2012 21:23:42 GMT

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

So he's on Unreal engine then? It's still not going to get him a player base though.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Bfranx](#) on Fri, 06 Apr 2012 21:31:09 GMT

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

reckneya wrote on Fri, 06 April 2012 14:10 Bfranx wrote on Fri, 06 April 2012 11:50 Aircraftkiller wrote on Fri, 06 April 2012 10:30 When I post my work as a work-in-progress, the model is not so far from the source material as to require a rework of the geometry to such an extent that it greatly affects the model's silhouette after I'm finished with it.

Similarly, if you were to develop a model of a watermelon that looked like a cantaloupe, calling it a work in progress is simply an obfuscation of the problem: you need to hire modelers that are worth their salt. When you ask for a certain type of object and get a similar but different one in its place, you're working with someone who needs attention to detail.

Almost immediately after joining he released this out of thin air, so my guess is he had already been working on it. He didn't really have any good sources for material, from what I understand, he worked by memory or from pictures on the EVA Database until I gave him a link to a gallery of resources. Regardless, I gave him a list of the things that needed to be corrected, and if needed, he'll have to re-work the entire model.

Criticism is always appreciated, thanks for the input.

reckneya wrote on Fri, 06 April 2012 11:35 Aircraftkiller wrote on Fri, 06 April 2012 10:30 When I post my work as a work-in-progress, the model is not so far from the source material as to require a rework of the geometry to such an extent that it greatly affects the model's silhouette after I'm finished with it.

Similarly, if you were to develop a model of a watermelon that looked like a cantaloupe, calling it a work in progress is simply an obfuscation of the problem: you need to hire modelers that are worth their salt. When you ask for a certain type of object and get a similar but different one in its place,

you're working with someone who needs attention to detail.
Let me predict his reply:

He already knows this. He's working on this. And you are not helping.

Please don't try to insinuate that you know someone unless you really do. This thread is for criticism, questions, and recruitment. Since your post is not in any of these categories, its off topic and does not belong here.

But if you have anything constructive to say, please do.

Polite as always,
~Bfranx

My post is exactly that, only you seem to be unable to understand the subtle message. Allow me to be blunt: You made a very poor choice to choose Renegade as the engine for this mod. This was said to you very early on, and all you have done is counter the commenters that addressed this to you with comments in the sounds of "I already know that" - "I am already working on that" and such. Your mod will have no player base once it is finished, taking into mind the chances that it will be finished are slim to say the least. The proof of how dead your mod actually is, is right there: the moddb gets absolutely no attention, your forum is as good as dead, and what little posts are there are almost all made by you. Your PR managing is completely missing, considering you're posting on a forum that pretty much rejected your mod concept (or better said; the lack of a concept - you have not provided anything substantial when it comes to the concept, only vague one liners) and still you persist in updating us. And when you update us, it's complete bullshit. Just look at your last update, this guard tower. As Aircraftkiller told you; that is not how a guard tower in C&C95 looks. You then comment back on him you know this, and are working on it, the guy who made it just came with this out of the blue. COME AGAIN?? Let me get this clear: Your aim is to make C&C TD mod for renegade to make it resemble it EXACTLY how it is, and when someone makes something, which is not that, you decide to post it as an update on your mod? What is the logic of this! The only thing this shows is your desperation to prove to a community that has already deemed your mod "dead" the is not dead. By posting things that are not going to be used as "updates" you only prove to us that your mod is in fact dead.

That's the criticism. Now let me give you some advice. It's been said many times before, but who knows, maybe you'll learn to understand what it means this time: Stop wasting your time. Your mod is a failure in the making. Make a PKG mod or something, it will be easier to do and quicker finished, and God knows it might get a player on a random Sunday evening. What you are doing now, is completely pointless.

Allow me to address your flawed criticism.

If you would actually look at the moddb page where in the description of the game it says "all on the beautiful Unreal Engine (UDK)." or, have been watching the mod before we switched to the Unreal engine a YEAR ago, then you would have known that we are not on the W3D engine. The switch was for the very reasons you gave. Unreal has a larger playerbase and community.

Also, you incorrectly state that the moddb is neglected, when in fact it's the most updated. Of course, the fact that you obviously have not been looking at it makes that point invalid to begin with. The forum is dead because we have no website designer anymore, we've had 3 different websites planned from 3 different designers, and out of all of them, the one we have now is the only one that had any real groundwork completed. The posts are made by me because its my job to post them.

Furthermore, if you would like a description of the game and it's goals, although i would hope anyone could understand the very simple concept behind it, I would be more than glad to enlighten you.

Yes, the update was made to prove that the mod is not dead, a refusal to die can either be desperation or determination. Though desperation would be ignorant, since the game is free to play, there are no possible gains.

Finally, your advice is anything but advisory, more of a pointless rant than anything. Your lack of understanding for the most basic reasons behind the game, what the game runs on, or how the people behind it work, only proves that you reiterate points that are no longer true. The reasons behind this are your own and i wont concern myself with them.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [reckneya](#) on Fri, 06 Apr 2012 21:36:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

My first post in this topic is now confirmed. Good luck with the mod

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 06 Apr 2012 22:27:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

reckneya wrote on Fri, 06 April 2012 14:36My first post in this topic is now confirmed. Good luck with the mod

"and nothing of value was lost"

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Mon, 30 Apr 2012 12:56:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks to a very generous donation from Darkkanex, we are in possession of a:

Tiberium Harvester

Humvee

Light Tank

Mammoth Tank

and Nod Buggy

and remember that we are still recruiting in the following fields!

3d Art (also rigging and unwrapping)

Engine Coding

Programmers

Website Designers

Concept Artists

Logo/Promotional Artists

Public Relations

Animators

Texture Artists

Apply by messaging me here, applying at www.firestormproductions.org/board, or by emailing us at firestorm-productions@hotmail.com or emailing me directly at bfranx1994@hotmail.com

Thanks for tuning in, and we'll see you in the next update!

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Aircraftkiller](#) on Mon, 30 Apr 2012 14:47:37 GMT

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

That Mammoth is way too far from your source material, and its geometry looks rather lackluster.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Bfranx](#) on Mon, 30 Apr 2012 15:54:34 GMT

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

Aircraftkiller wrote on Mon, 30 April 2012 07:47 That Mammoth is way too far from your source material, and its geometry looks rather lackluster.

The models were already completed. They were going to be used in the mod C4Commando, but it died, and Darkkanex generously gave his models to us. I do agree that the mammoth tank is a bit off, with his permission i'll see if one of our guys cant touch it up a bit.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sun, 29 Jul 2012 22:36:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here are the front and rear views of our new M2 Flamethrower, courtesy of Rastko Tojagic.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [OWA](#) on Tue, 31 Jul 2012 13:44:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

It'd be interesting to get the polygon/triangle count on that Flame Thrower.
It looks a bit too high poly for a w3d model to me.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Generalcamo](#) on Tue, 31 Jul 2012 17:43:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's not a w3d game. Even though it is posted in a w3d forum...

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Tue, 31 Jul 2012 19:20:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is the high poly model, around 250-300k. The low poly model doesn't look too much different, but a good texture artist could make them look exactly the same.

We were a W3D game at first, but decided to switch to UDK because of the larger community and playerbase.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Aircraftkiller](#) on Tue, 31 Jul 2012 22:57:32 GMT

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

So what's the point of showing off high-poly models that you won't even use in UDK? Assuming the guy who created that geometry knows how to bake it out to a low-res version by retopologizing, it's still pointless to show it without textures and a wireframe shot.

I really don't get where you're going with this mod/game you're working on. The assets are so haphazardly put together. It's patently obvious that you're using several different art styles for the models you're working with, and none of it will mesh together at all.

If you really want to do this, I highly suggest recruiting an actual team before you spam up forums about this project.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Distrbd21](#) on Tue, 31 Jul 2012 23:21:39 GMT

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

If I remember right the way the old Renforums worked and still seem to work like it.

Is in order to get a team together without knowing people that can do that you have to show that said person, that you are bring something to the table and not just trying to get a group of people together for nothing.

at least that has been in my experiences when I tried to get a team together 2 different times.

Off Topic:

Matter of fact I have a game idea that I want to do, But I know I must get together some work on it before I try to put a team together for it.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Bfranx](#) on Wed, 01 Aug 2012 06:47:58 GMT

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

Aircraftkiller wrote on Tue, 31 July 2012 15:57So what's the point of showing off high-poly models that you won't even use in UDK? Assuming the guy who created that geometry knows how to bake it out to a low-res version by retopologizing, it's still pointless to show it without textures and a wireframe shot.

I really don't get where you're going with this mod/game you're working on. The assets are so haphazardly put together. It's patently obvious that you're using several different art styles for the models you're working with, and none of it will mesh together at all.

If you really want to do this, I highly suggest recruiting an actual team before you spam up forums about this project.

1. I was just showing off the model, sorry it didn't please you.
 2. I'm afraid I don't understand what you mean here
 3. I have an actual team, and I don't see how showing a model is in any way spam.
-

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Wed, 01 Aug 2012 15:20:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Showing off a high-poly model that won't be put in UDK, doesn't know what retopologizing is, takes "donated" models... Won't accept valid criticism... This game design thing doesn't seem to be your forte, sir.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Generalcamo](#) on Wed, 01 Aug 2012 15:31:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

1. You missed the ENTIRE point of the post. He said "Why are you showing these models when you are not even going to use them," not "Why are you showing us these models? They suck."
2. Your mod has no Creative Direction. Each asset is COMPLETELY different in art style from another. As such, when the models are actually ingame, it will look terrible.
3. Really? Show us your "team." You better have at least the following:

A 3d artist (Taking assets from other mods unless you have their 3d artist on your team is a TERRIBLE idea)
An Environmental Artist
A Character Artist
An Animator
A 2d Artist
A Programmer

If you are missing one or more of these people, then your mod will never get out of the concept/planning stages.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [OWA](#) on Wed, 01 Aug 2012 16:45:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Tue, 31 July 2012 20:20 This is the high poly model, around 250-300k. The low poly model doesn't look too much different, but a good texture artist could make them look exactly

the same.

We were a W3D game at first, but decided to switch to UDK because of the larger community and playerbase.

That count is fine for a high polygon model, but this model won't get textured because it's used for normal map baking, so I don't understand what you're trying to say about a texture artist making them look the same.

What you need to do with this model is put it on top of the low polygon model then run it through projection mapping or a program like xnormal, so you get the high polygon details exported as a normal map, to enhance the detail of the low polygon model in UDK.

Edit: By the way you need to fix your moddb page because at the moment any user can add news and images.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Wed, 01 Aug 2012 18:09:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

aircraftkiller wrote on Wed, 01 August 2012 08:20 Showing off a high-poly model that won't be put in UDK, doesn't know what retopologizing is, takes "donated" models... Won't accept valid criticism... This game design thing doesn't seem to be your forte, sir.

It's not like the low poly is going to be a box or something, they look pretty much the same, if i hadn't said anything noone would have known. You didn't talk about retopologizing and I didn't make the model, Yes i take "donated" models, its a kind gesture and its helpful as well. I will accept valid criticism but you never once said anything about what I did, you only focused on what I didn't do, it seems to be rather biased criticism to me. And no, its not my forte and i dont expect it to be.

generalcamo wrote on Wed, 01 August 2012 08:31. You missed the ENTIRE point of the post. He said "Why are you showing these models when you are not even going to use them," not "Why are you showing us these models? They suck."

2. Your mod has no Creative Direction. Each asset is COMPLETELY different in art style from another. As such, when the models are actually ingame, it will look terrible.

3. Really? Show us your "team." You better have at least the following:

A 3d artist (Taking assets from other mods unless you have their 3d artist on your team is a TERRIBLE idea)

An Environmental Artist

A Character Artist

An Animator

A 2d Artist

A Programmer

If you are missing one or more of these people, then your mod will never get out of the concept/planning stages.

1. It's not like the low poly model is going to be completely indistinguishable, if i didn't tell you it was the high poly you wouldn't have been the wiser when the low poly was textured.
2. What models, the only model on our indiedb that we've worked on is the m2, the other four were a donation, they have to be reworked because yes, we are aware they will not look right.
3. 3D Artists: Rastko Tojagic, Kristian Marinov (It's better to have a base to work with than to start from the ground up, and you never look a gift horse in the mouth anyway)

Environmental Artist: We don't have one

Character Artist: We had one, but he left

Animator: Deepak Dangwal

Concept Artist: Filip Radulescu

Texture Artist: Alexis List

Programmer: We had two, but they left because they didnt have very much to work with.

We're working in stages, first we finish the models, then we start making maps and programming.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Aircraftkiller](#) on Wed, 01 Aug 2012 20:07:47 GMT

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

You know, it's pointless giving you advice because you obviously don't want to take it. If all you're here to do is show off a mod that's made absolutely no real progress, well, here's a hint: Anyone who touches a 3D program can model; people who can paint their models and rig them are far more difficult to find.

You've been working on this mod/game for over a year and have very little to show for it, except for some mismatched model aesthetics due to them being "donated" to you. If you want to brush off my advice, that's fine. I've only been doing this for 10 years, studied game design for four years, and work full time in simulation - I clearly have no fucking clue here.

Good luck with your mod/game. You will definitely need a lot of it to get past the "show untextured models" stage.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Wed, 01 Aug 2012 22:20:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Wed, 01 August 2012 13:07 You know, it's pointless giving you advice because you obviously don't want to take it. If all you're here to do is show off a mod that's made absolutely no real progress, well, here's a hint: Anyone who touches a 3D program can model; people who can paint their models and rig them are far more difficult to find.

You've been working on this mod/game for over a year and have very little to show for it, except for some mismatched model aesthetics due to them being "donated" to you. If you want to brush off my advice, that's fine. I've only been doing this for 10 years, studied game design for four years, and work full time in simulation - I clearly have no fucking clue here.

Good luck with your mod/game. You will definitely need a lot of it to get past the "show untextured models" stage.

I'm not brushing off your criticism, i welcome criticism. But just because you know what you're doing does not mean you get to be a total asshole. If you actually want to help someone, act like it instead of just constantly insulting me. You don't sugarcoat what you say and i respect that, but not everything im trying to do can be as Godforsaken as you make it sound.

EDIT: I'm sorry if I sound like that, but im trying to do something that i think people would enjoy and all I ever get are negative comments and it's very frustrating.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Ethenal](#) on Thu, 02 Aug 2012 00:18:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Wed, 01 August 2012 17:20 Aircraftkiller wrote on Wed, 01 August 2012 13:07 You know, it's pointless giving you advice because you obviously don't want to take it. If all you're here to do is show off a mod that's made absolutely no real progress, well, here's a hint: Anyone who touches a 3D program can model; people who can paint their models and rig them are far more difficult to find.

You've been working on this mod/game for over a year and have very little to show for it, except for some mismatched model aesthetics due to them being "donated" to you. If you want to brush off my advice, that's fine. I've only been doing this for 10 years, studied game design for four years, and work full time in simulation - I clearly have no fucking clue here.

Good luck with your mod/game. You will definitely need a lot of it to get past the "show untextured models" stage.

I'm not brushing off your criticism, i welcome criticism. But just because you know what you're doing does not mean you get to be a total asshole. If you actually want to help someone, act like it instead of just constantly insulting me. You don't sugarcoat what you say and i respect that, but not everything im trying to do can be as Godforsaken as you make it sound.

EDIT: I'm sorry if I sound like that, but im trying to do something that i think people would enjoy and all I ever get are negative comments and it's very frustrating.
Just ignore ACK, he likes being a dick to people that aren't being dicks back

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 02 Aug 2012 01:27:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ethenal wrote on Wed, 01 August 2012 17:18Bfranx wrote on Wed, 01 August 2012 17:20Aircraftkiller wrote on Wed, 01 August 2012 13:07You know, it's pointless giving you advice because you obviously don't want to take it. If all you're here to do is show off a mod that's made absolutely no real progress, well, here's a hint: Anyone who touches a 3D program can model; people who can paint their models and rig them are far more difficult to find.

You've been working on this mod/game for over a year and have very little to show for it, except for some mismatched model aesthetics due to them being "donated" to you. If you want to brush off my advice, that's fine. I've only been doing this for 10 years, studied game design for four years, and work full time in simulation - I clearly have no fucking clue here.

Good luck with your mod/game. You will definitely need a lot of it to get past the "show untextured models" stage.

I'm not brushing off your criticism, i welcome criticism. But just because you know what you're doing does not mean you get to be a total asshole. If you actually want to help someone, act like it instead of just constantly insulting me. You don't sugarcoat what you say and i respect that, but not everything im trying to do can be as Godforsaken as you make it sound.

EDIT: I'm sorry if I sound like that, but im trying to do something that i think people would enjoy and all I ever get are negative comments and it's very frustrating.
Just ignore ACK, he likes being a dick to people that aren't being dicks back

Well I don't know him personally, but that's what it would seem like....

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Thu, 02 Aug 2012 13:43:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you really want to see negative comments, take this thread over to Polycount.com and post it there. If you really want your team to get better, you'll put aside the ego and excuses. That shit won't fly in the UDK community. Next-gen art is demanding. There is nothing that you're doing that other artists haven't done before you. You obviously have a lot to learn if you want this to ever get off the ground.

Anyone criticizing you right now is being tame compared to what Polycount will tell you about your

models. If you'd rather play the woe is me card instead of shrugging off the Horribly Offending Internet Criticism and improve your work, you'll be laughed at in next-gen development. If people didn't want you to improve, they wouldn't waste their time giving you criticism at all. Think about that for a while before you respond again.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 02 Aug 2012 18:51:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 02 August 2012 06:43If you really want to see negative comments, take this thread over to Polycount.com and post it there. If you really want your team to get better, you'll put aside the ego and excuses. That shit won't fly in the UDK community. Next-gen art is demanding. There is nothing that you're doing that other artists haven't done before you. You obviously have a lot to learn if you want this to ever get off the ground.

Anyone criticizing you right now is being tame compared to what Polycount will tell you about your models. If you'd rather play the woe is me card instead of shrugging off the Horribly Offending Internet Criticism and improve your work, you'll be laughed at in next-gen development. If people didn't want you to improve, they wouldn't waste their time giving you criticism at all. Think about that for a while before you respond again.

I've posted on Polycount already, and I must admit I was expecting at least some sort of reception. I honestly do want the team to get better, but I don't know what ego you're talking about, and I'm not making excuses, i'm trying to explain the situation.

I'm not playing the "woe is me" card, and i'm trying to improve my work. Maybe you don't understand the differences between you and I. You have studied in this field, for many years as you've already said. This game started when i posted an idea on bluehell, I didn't know anything, ANYTHING about making a game. Everything I know right now i've learned on the spot while making this game. You expect me to improve, when I already don't know what the hell i'm doing. I know I should have the knowledge to apply what you're telling me, but I jumped into the development circle with an idea, and i've been lucky so far.

I'm not asking for your sympathy, I just thought I should let you understand how difficult this is. And for the record, I think im the only person to make a game with no knowledge whatsoever about making a game.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Thu, 02 Aug 2012 21:25:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm not making excuses

i'm trying to explain the situation.

--

That's an excuse. You're telling me you're unable to do it because of your current team makeup. Your first step to fixing the derailment of your project would be to admit that you're going about this process the wrong way. There are a number of missteps you're making, including the continued excuses as to why it isn't getting done. Nobody wants to know why it isn't getting completed. They want to see results, otherwise your programmers wouldn't have quit and the public interest wouldn't continue waning.

I started working on games in 2002 when I began modding this engine. I made most of my first environment in Renegade without knowing how to rotate my viewport in Max. I got ripped on, made fun of, and occasionally got good criticism that I used to get better. In almost every insult, there's some hidden gem of information you can use to get better, even if it's generic - "your shit sucks = get better" "that looks like ass = improve the visuals", etc. If you just let yourself be offended by Words On A Screen and ignore the content and motivation behind them, you'll never really get very far. You'll give up, frustrated and butthurt over a lack of progress and the fact that nobody gives a shit about your work.

Apparently you've already identified your problem: You're trying to lead a game/mod without any clue on what to do. Might I suggest that you read into what a "lead producer" does? Here's a hint: They do more than be "ideas guys" who depend on everyone else to get the work done for them. If you want an example, look at APB. It's stagnating because the leadership is comprised of "ideas guys" and nobody who can actually get the work done. You have a team of people who think of things to add, but no artists to add it in a timely manner.

Do you notice the correlation between the year of sparse updates you've made and their year of sparse updates? You both lack artists.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 02 Aug 2012 21:47:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 02 August 2012 14:25 I'm not making excuses

i'm trying to explain the situation.

--

That's an excuse. You're telling me you're unable to do it because of your current team makeup. Your first step to fixing the derailment of your project would be to admit that you're going about this process the wrong way. There are a number of missteps you're making, including the continued excuses as to why it isn't getting done. Nobody wants to know why it isn't getting completed. They want to see results, otherwise your programmers wouldn't have quit and the public interest wouldn't continue waning.

I started working on games in 2002 when I began modding this engine. I made most of my first environment in Renegade without knowing how to rotate my viewport in Max. I got ripped on,

made fun of, and occasionally got good criticism that I used to get better. In almost every insult, there's some hidden gem of information you can use to get better, even if it's generic - "your shit sucks = get better" "that looks like ass = improve the visuals", etc. If you just let yourself be offended by Words On A Screen and ignore the content and motivation behind them, you'll never really get very far. You'll give up, frustrated and butthurt over a lack of progress and the fact that nobody gives a shit about your work.

Apparently you've already identified your problem: You're trying to lead a game/mod without any clue on what to do. Might I suggest that you read into what a "lead producer" does? Here's a hint: They do more than be "ideas guys" who depend on everyone else to get the work done for them. If you want an example, look at APB. It's stagnating because the leadership is comprised of "ideas guys" and nobody who can actually get the work done. You have a team of people who think of things to add, but no artists to add it in a timely manner.

Do you notice the correlation between the year of sparse updates you've made and their year of sparse updates? You both lack artists.

Oh there's no problem with the team, they know exactly what they're doing, in fact I pm'd you something you might be interested in. As for what you're saying, I understand that I personally have a lot of things i need to do to help this project, but the modelers we have right now, they're doing great, and our texture artist is working on the finished models as we speak, and our concept artist is working on the characters. So, although it may take a while with such a small team, im confident we can get some things done.

EDIT: That's not to say im content with being an ideas man, but I have a lot to learn before i can really contribute something good.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Thu, 02 Aug 2012 22:01:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

As I said to you privately, that rocket launcher could easily be optimized. Normal maps would do most of the work on that low-poly model, but you have it set up for being smoothed instead of having normals projected onto it.

/Also, you have rounded edges on sharp metallic pieces...
//Your artists need to learn what normal mapping is and the reason why you create high-poly models
///<http://cg.tutsplus.com/tutorials/autodesk-3d-studio-max/next-gen-weapon-creation-day-1-the-high-poly-model/>

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Mon, 15 Oct 2012 20:48:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was saving this for an update, but it seems every time that we have an opportunity to get on a roll with making models and release a big update, something goes wrong.

Anyway, this is the Nod Obelisk of Light. Modeled and textured by Gregory Mirles.

V1

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Mon, 15 Oct 2012 22:22:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Never mind that your reference material isn't being followed completely. Here's why that looks bad:

Compare that building in UDK with yours. Tell me what's different in terms of texture quality, detail, fine detail, geometry quality, etc. Then tell me what's wrong with your model. I think you'll figure it out in a few seconds, and hopefully you'll press your guy to spend more than a few minutes developing it.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Mon, 15 Oct 2012 23:44:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well the building has no doors or security lamps in the reference material, but I do agree the proportions are off, I noticed it as soon as I posted it. As for grime or dirt, I was hoping for more of a "bright and shiny future" look to it. I'll definitely have him tweak the model some more. Excellent points as always, thanks for the advice and the building picture, maybe it will give him a good idea.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Jerad2142](#) on Tue, 16 Oct 2012 12:30:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Mon, 15 October 2012 16:22Never mind that your reference material isn't being followed completely. Here's why that looks bad:

Compare that building in UDK with yours. Tell me what's different in terms of texture quality, detail, fine detail, geometry quality, etc. Then tell me what's wrong with your model. I think you'll figure it out in a few seconds, and hopefully you'll press your guy to spend more than a few

minutes developing it.
Dat ladder.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Wed, 17 Oct 2012 21:55:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Tue, 08 Jan 2013 23:53:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Around how many polies would you say a LAW should have?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Jerad2142](#) on Wed, 09 Jan 2013 18:26:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Tue, 08 January 2013 16:53 Around how many polies would you say a LAW should have?
Doesn't really matter as long as you give it LOD to allow its detail to drop down if needed.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Wed, 09 Jan 2013 23:27:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Doesn't really matter as long as you give it LOD to allow its detail to drop down if needed.

Alright, thanks.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sat, 30 Nov 2013 03:02:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quick question. Is there a door on both sides of the Communications Center, or just at the front?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Sat, 30 Nov 2013 08:08:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why are you still working on this

Why isn't it dead and buried yet

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sat, 30 Nov 2013 18:48:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Because it's a nice way to pass the time? Because it's something I feel like doing? Because I believe that people would enjoy playing it?

Anyway, I'd like an answer to my question if at all possible...

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Ethenal](#) on Sat, 30 Nov 2013 19:38:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Fri, 29 November 2013 21:02Quick question. Is there a door on both sides of the Communications Center, or just at the front?

In Renegade there is, but I doubt you'd be able to see if there was on in CnC95, lol.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sat, 30 Nov 2013 20:36:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ethenal wrote on Sat, 30 November 2013 12:38Bfranx wrote on Fri, 29 November 2013 21:02Quick question. Is there a door on both sides of the Communications Center, or just at the front?

In Renegade there is, but I doubt you'd be able to see if there was on in CnC95, lol.

That's the problem, I can't see it.

It looks like there could be a door on the other side, but it could also just be a wall.

So I'm trying to gather a consensus.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Ethenal](#) on Sat, 30 Nov 2013 21:37:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well like I said in Renegade, there's definitely two entrances. It wouldn't be very smart to build a structure with one entrance, anyway.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sat, 30 Nov 2013 21:57:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well that's true, but I'm trying to think of how the interior would look with two doors instead of just one.

I can't think of how a MCT could be placed without it being too easy to attack.

EDIT: Should there be two levels to the Communications Center? I can see something like that being in the Advanced Communications Center, but it seems a little too much for the normal one.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Jerad2142](#) on Tue, 14 Jan 2014 18:48:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Sat, 30 November 2013 01:08Why are you still working on this

Why isn't it dead and buried yet
Same reason why you keep posting on the forums, because you care for it

Subject: Re: Tiberian Dawn: The First Strike
Posted by [zunnie](#) on Tue, 14 Jan 2014 18:52:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Word of advice: Just put acK over there on the ignore button Everything he says has no use anymore these days. Shame what happened to the guy.

Also, don't let go; I think you are doing a nice job.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Wed, 15 Jan 2014 01:24:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Tue, 14 January 2014 13:48Aircraftkiller wrote on Sat, 30 November 2013

01:08Why are you still working on this

Why isn't it dead and buried yet

Same reason why you keep posting on the forums, because you care for it

I post here to troll, that's about it

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Ethenal](#) on Wed, 15 Jan 2014 03:18:26 GMT

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

Aircraftkiller wrote on Tue, 14 January 2014 19:24Jerad Gray wrote on Tue, 14 January 2014 13:48Aircraftkiller wrote on Sat, 30 November 2013 01:08Why are you still working on this

Why isn't it dead and buried yet

Same reason why you keep posting on the forums, because you care for it

I post here to troll, that's about it
sounds about right

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Bfranx](#) on Mon, 03 Feb 2014 06:05:10 GMT

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

So I want to find someone who can import our models into the UDK and decide if the poly counts are acceptable. I also need someone who knows how large the texture maps should be.

I'm not entirely sure what specific job title I'm asking for, can you guys help me out?

Subject: Re: Tiberian Dawn: The First Strike

Posted by [OWA](#) on Wed, 05 Feb 2014 13:31:02 GMT

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

Bfranx wrote on Mon, 03 February 2014 06:05So I want to find someone who can import our models into the UDK and decide if the poly counts are acceptable. I also need someone who knows how large the texture maps should be.

I'm not entirely sure what specific job title I'm asking for, can you guys help me out?

Technical Artist.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Wed, 05 Feb 2014 18:09:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

One Winged Angel wrote on Wed, 05 February 2014 06:31Bfranx wrote on Mon, 03 February 2014 06:05So I want to find someone who can import our models into the UDK and decide if the poly counts are acceptable. I also need someone who knows how large the texture maps should be.

I'm not entirely sure what specific job title I'm asking for, can you guys help me out?

Technical Artist.

Kudos.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Xpert](#) on Thu, 06 Feb 2014 04:40:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

zunnie wrote on Tue, 14 January 2014 13:52Word of advice: Just put aCk over there on the ignore button Everything he says has no use anymore these days. Shame what happened to the guy.

Also, don't let go; I think you are doing a nice job.

Says the guy who stopped working on the "APB" look-alike project lol.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 20 Feb 2014 23:39:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

So, with the Advanced Guard Tower, should we make it look like the in-game version, or the WW render version?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 21 Feb 2014 21:38:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

What would you say is the angle on the satellite dish in this picture?

I'm thinking 145 degrees but I'm not sure.

File Attachments

1) [Adv. Communications Center 1.gif](#), downloaded 548 times



Subject: Re: Tiberian Dawn: The First Strike

Posted by [nopol10](#) on Fri, 21 Feb 2014 23:35:40 GMT

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

Bfranx wrote on Sat, 22 February 2014 05:38What would you say is the angle on the satellite dish in this picture?

I'm thinking 145 degrees but I'm not sure.

Seriously?

.....

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Bfranx](#) on Sat, 22 Feb 2014 00:40:01 GMT

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

nopol10 wrote on Fri, 21 February 2014 16:35Bfranx wrote on Sat, 22 February 2014 05:38What would you say is the angle on the satellite dish in this picture?

I'm thinking 145 degrees but I'm not sure.

Seriously?

.....

Yes, seriously.

We've tried just eyeballing it and just can't seem to get it right, so now we're trying exact angles.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sun, 23 Feb 2014 19:22:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Right now we have the QBU-88 set as the sniper rifle for Nod, but I don't think it's a good choice to go up against the M82A1.

After looking around the internet I've found what I think would be a better matchup.

So what do you guys think about the OSV-96?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Tue, 25 Feb 2014 20:13:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

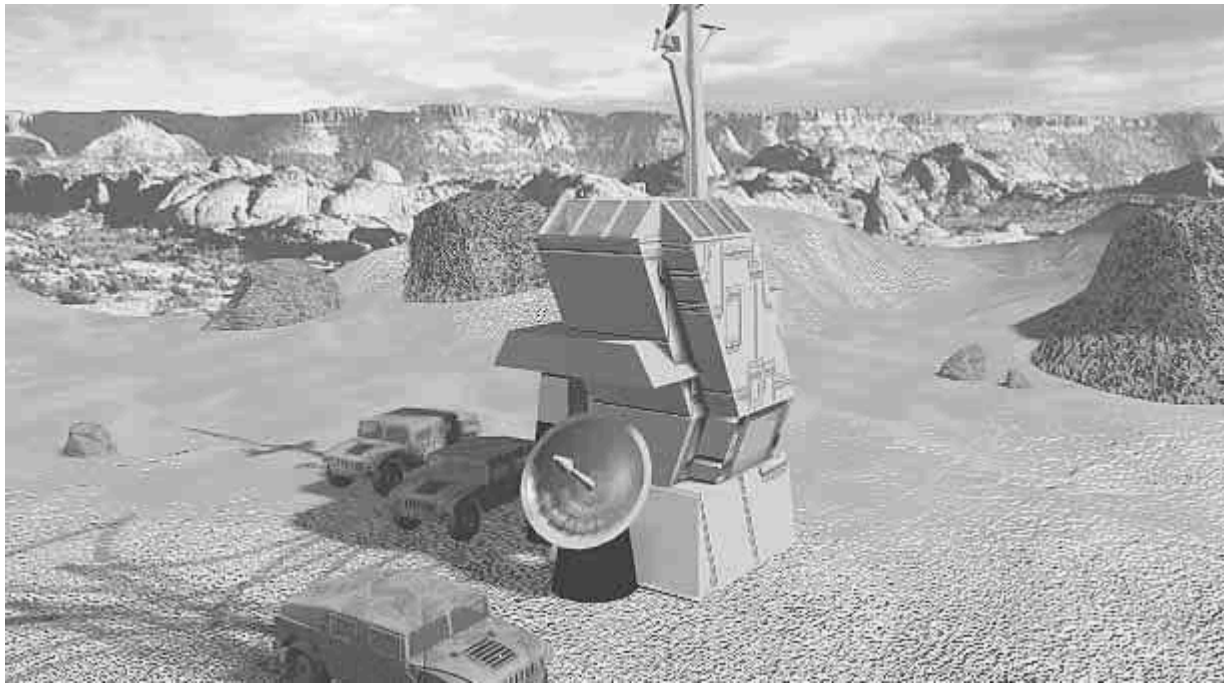
Sorry for the multiple posts, but as this differs from the discussion of the previous two posts I hope I can be forgiven.

I'm confused about the Advanced Guard Tower.

Specifically the antenna. It looks as though it's in the middle of the right side, but if the "windows" are meant to be missile pods, then having an antenna in front of one would make no sense. Now, I've seen the pictures that have the antenna in the corner, and it would make sense to have it in the corner, but I'm just trying to understand why WW would have the antenna in front of a missile pod. Does the antenna replace the missile pod that it would otherwise have blocked? Is that particular missile pod some sort of uplink station for the antenna?

File Attachments

1) [ATWR.gif](#), downloaded 632 times



Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Tue, 25 Mar 2014 04:26:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey guys, back with another building question.

This time, the weapons factory.

We've almost got this one finished up, we're down to the final nitpicking stage.

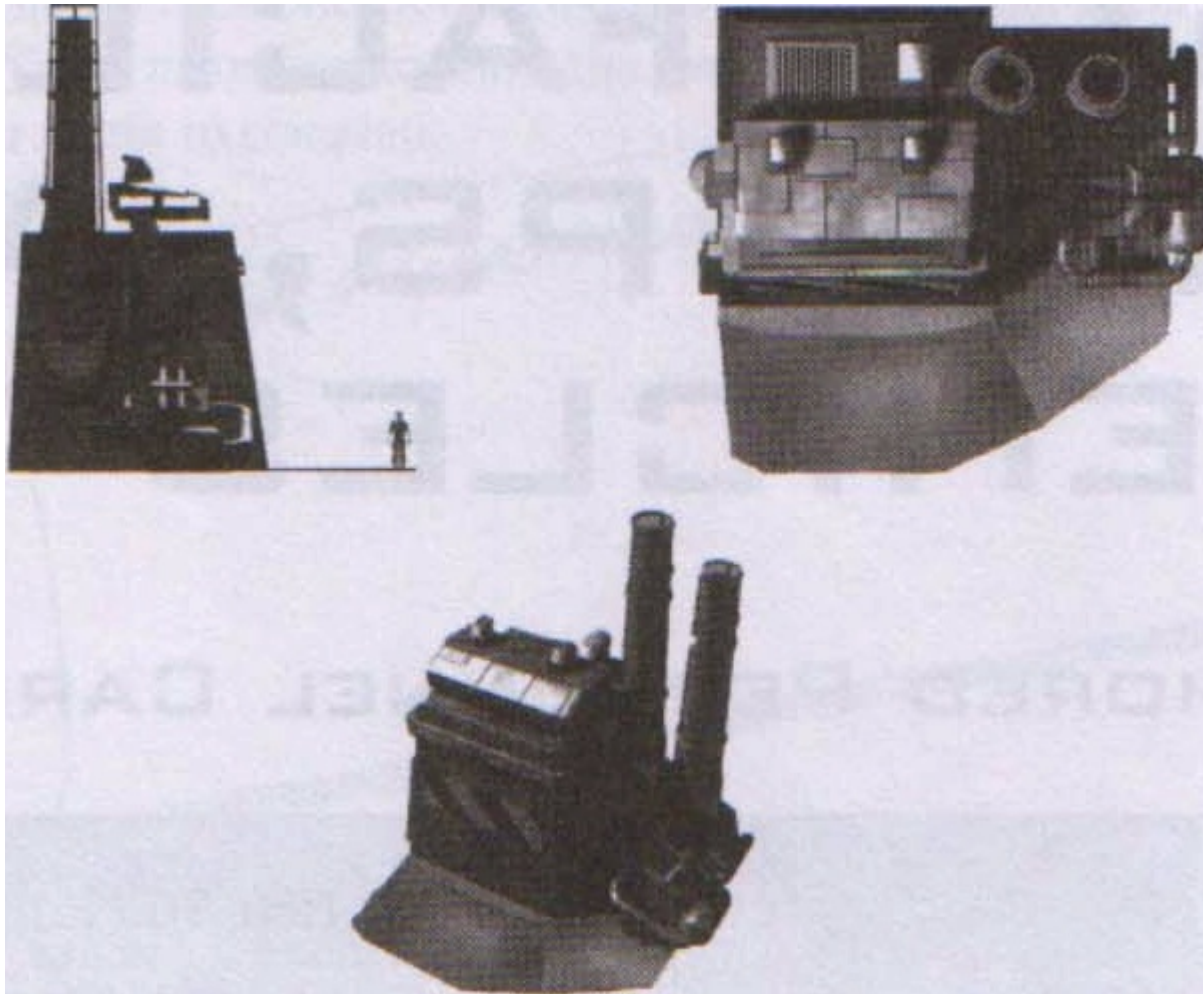
I'm asking about the walls sticking out of the edges of the building near the door.

Do you think we should include them? And if yes, should we include both? In the first picture I can only see the wall on the left side of the door, and I haven't seen that wall in any of the other pictures of this model.

In addition, does anyone have any pictures that clearly show the vents on the top of the observation deck?

File Attachments

1) [untitled2.png](#), downloaded 513 times



2) [WEAP.gif](#), downloaded 503 times



Subject: Re: Tiberian Dawn: The First Strike
Posted by [nuker7738](#) on Tue, 25 Mar 2014 18:39:01 GMT

Since nobody else has bothered to say it in the last year, I figure I will just say it... why exactly are you still continuing this project?

I completely understand wanting to just do a little personal mod on the side, mess around with making some models, drop them into the game and see how they work, and eventually make something interesting for you to play against bots or with a couple of friends. I do that all the time, as a matter of fact most of my mods never see publicity simply because I don't really bother to go all-out and dedicate the time to bring them up to the level of visual quality that the public demands.

I'm not going to sugarcoat it: your project looks like a "just one guy dicking around in 3DSMax" sort of project. There is nothing wrong with that if that is indeed the case, but you say that you have gotten a team of artists involved in this. There's a couple of reasons why that is bad, not the least of which is the fact that you hired some pretty average artists.

First thing's first, I think your decision to make this mod on the Unreal engine was a rather misguided one, because it completely changes the purpose and direction of your project. According to your first post, this was supposed to be a graphical change, nothing more than making Renegade look a bit more like the authentic Tiberian Dawn source material than it does with the stock graphics. In my opinion, there's nothing wrong with a simple mod that aims to touch up the game's models or take the art style in a slightly different direction.

That all changed when you decided to go with the Unreal engine. Because of that decision, nobody really can't tell what exactly your goal is. By taking this into the Unreal world you have effectively changed this project from a simple graphics/art style change to a full-blown total conversion, throwing out all of the built-in CNC features of the Renegade engine and choosing to implement them yourself in the UT3 engine.

There are three problems with that decision. The first is pretty straightforward: there is a clear lack of the experience and knowledge necessary for someone to lead a total conversion project like this. It doesn't seem like you have any context as to the work required to get the gameplay of CNC to function in the UT3 environment. It took the Renegade X guys years on that part alone.

That brings up the second problem: there's already a mod that did what you're trying to do. By switching to Unreal, you have put yourself in direct competition with Renegade X, and at this point, I'm going to be honest, I don't see you ever competing with the incredible stuff those guys are doing.

Not even mentioning that though, the other problem I see is that you're kind of approaching this backwards. All I see right now is a bunch of completely useless UDX assets; there is no indication whatsoever that you have begun to work on the actual gameplay of the mod, which should always come before pretty visuals. Get some basic placeholder graphics in the game and start figuring out how to actually implement the CNC gameplay of destructible buildings, purchase terminals for buying characters and vehicles, the tiberium harvesting system and credits, and superweapon beacons. Once you have at least that much of the game fleshed out, then you can start revisiting the graphics of the game.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Tue, 25 Mar 2014 19:20:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm doing this because I want to, shouldn't that be enough?

I also don't see why the game's purpose is so unclear. I want to recreate C&C on the unreal engine, and I (obviously) want it to be closer to the original than Renegade X. Originally it was a mod for Renegade and I decided to make it a standalone game instead, how is that complicated?

I left the W3D Engine for the Unreal Engine because there are more people who work with the Unreal Engine.

I'm focusing on the game's models first because...

- a.) It allows people to create 3D assets that they can use later on in their careers.
- b.) I need 3D models.

I know that programming will be another hurdle to cross, but I'll worry about it when I get there.

I don't have a set time for this, and I'm not paying anyone to do it, so as far as I'm concerned this can go on for as long as I feel like continuing it.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [nuker7738](#) on Tue, 25 Mar 2014 19:38:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fair enough, I just hope your "team" doesn't have any illusions about where this project is going or the kind of community support it will have... because currently it doesn't seem to be going anywhere fast and nobody seems to care.

EDIT: Also, since this isn't a Renegade mod anymore, I don't really think this is the place to post stuff about this.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Tue, 25 Mar 2014 20:12:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

I suppose I'm wrong to continue posting here, as this isn't a mod, but I am still looking for talent, and I hope that once we release our current batch of models I'll be able to acquire some.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Mon, 31 Mar 2014 17:25:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

So, let's talk about colors.

I mean, obviously we'll be using gold and red, but what shade specifically do you guys think we should use? Should we try to mimic the color of the in-game units and buildings, or go for a more faded and realistic approach?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Xpert](#) on Mon, 31 Mar 2014 18:00:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Mon, 31 March 2014 13:25So, let's talk about colors.

I mean, obviously we'll be using gold and red, but what shade specifically do you guys think we should use? Should we try to mimic the color of the in-game units and buildings, or go for a more faded and realistic approach?

If you have to ask people what they want to see in YOUR mod, just quit right now. You're wasting your fucking time.

Nuker is spot on with his post, but you're so dellusional and have your head so far up your ass that you think you can get anywhere with this. Look how many fucking years it has been and you can't even produce a video.

Quote:

i cant lie and say that i know what im doing. but so far i've managed to gather 4 members (2 modellers, 1 sound manager, and a tester.)

You have no fricken clue what you're doing so you're pretty much managing a project while being completely clueless. Are you that much of an idiot?

Seriously, drop the project.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Mon, 31 Mar 2014 22:31:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm asking the community what they would like to see, I'm obviously not going to make a game for just myself, so choosing colors for only myself would be ignorant.

I'm not delusional, this is just a way for me to waste time, who cares how long it's been? What the hell is wrong with you people?

That post is four years old, so if anyone is an idiot it would be you for quoting something that isn't even relevant anymore and acting like it can still be viable in an argument.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Mon, 31 Mar 2014 23:43:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Xpert wrote on Mon, 31 March 2014 14:00Bfranx wrote on Mon, 31 March 2014 13:25So, let's talk about colors.

I mean, obviously we'll be using gold and red, but what shade specifically do you guys think we should use? Should we try to mimic the color of the in-game units and buildings, or go for a more faded and realistic approach?

If you have to ask people what they want to see in YOUR mod, just quit right now. You're wasting your fucking time.

Nuker is spot on with his post, but you're so dellusional and have your head so far up your ass that you think you can get anywhere with this. Look how many fucking years it has been and you can't even produce a video.

Quote:
i cant lie and say that i know what im doing. but so far i've managed to gather 4 members (2 modellers, 1 sound manager, and a tester.)

You have no fricken clue what you're doing so you're pretty much managing a project while being completely clueless. Are you that much of an idiot?

Seriously, drop the project.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Tue, 01 Apr 2014 02:49:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

So anyway I was personally thinking about a color like this
<http://www.colourbox.com/preview/2972643-356037-texture-of-a-cement-wall-covered-gold-paint-with.jpg> for GDI

And this http://classicstainedconcrete.com/images/acid%20stain%20color%20chart/english_re

d_375x190.jpg for Nod

But I wanted your opinions on what the colors should be.

EDIT: After Killing You suggested it I've decided I like this color for GDI more than the other.

<http://oi62.tinypic.com/11cd46r.jpg>

Subject: Re: Tiberian Dawn: The First Strike
Posted by [reborn](#) on Tue, 01 Apr 2014 07:22:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think the Nod colour needs to be a little darker Red.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfr anx](#) on Tue, 01 Apr 2014 15:12:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

reborn wrote on Tue, 01 April 2014 00:22 I think the Nod colour needs to be a little darker Red.

Something more like this, maybe?

http://thumb1.shutterstock.com/display_pic_with_logo/842287/98334314/stock-photo-dark-red-background-of-abstract-vintage-grunge-background-texture-old-red-paper-with-soft-98334314.jpg

Subject: Re: Tiberian Dawn: The First Strike
Posted by [reborn](#) on Tue, 01 Apr 2014 22:06:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, that'd probably be better.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfr anx](#) on Tue, 01 Apr 2014 23:16:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like that shade, but I don't know if it's faded enough for a realistic color.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfr anx](#) on Tue, 08 Apr 2014 23:31:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Should we include circular lights on the front of the obelisk of light, or would you guys prefer it look more like the cutscene version?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 10 Apr 2014 00:05:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here our first Minigunner concept, do you guys have any suggestions?

<http://oi59.tinypic.com/2cxjpdd.jpg>

Subject: Re: Tiberian Dawn: The First Strike
Posted by [liquidv2](#) on Thu, 10 Apr 2014 00:08:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

what is this for again?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 10 Apr 2014 00:32:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

liquidv2 wrote on Wed, 09 April 2014 17:08what is this for again?

Originally, this was going to be a mod for Renegade on the W3D engine, but then we decided to become a standalone game on the Unreal Engine. I thought it would help avoid forum clutter if I just kept this all on the same thread instead of making a new one.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Thu, 10 Apr 2014 02:32:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

You're not going to get anywhere on Unreal lol

I think you know this, but you're not willing to admit it.

/I do have to admit that the concepts are pretty accurate though, but they need more detail

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 10 Apr 2014 05:09:20 GMT

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

Aircraftkiller wrote on Wed, 09 April 2014 19:32 You're not going to get anywhere on Unreal lol

I think you know this, but you're not willing to admit it.

/I do have to admit that the concepts are pretty accurate though, but they need more detail

Any particular details in mind?

EDIT: More pouches? Maybe some insignias?

Subject: Re: Tiberian Dawn: The First Strike

Posted by [roszek](#) on Thu, 10 Apr 2014 13:24:59 GMT

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

Just curious, how far has your project evolved; can those structures do anything?

Also like zunie said, most people here are just here to troll, so I think if you're bent on doing this then showing your teams progress(in a bigger way) might gain interest more so than asking trolls about details :/

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Bfranx](#) on Thu, 10 Apr 2014 15:20:55 GMT

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

Yeah, you're probably right. I just wanted to make sure that the models were at their best when I did release them, but I guess I can just use the Bluehell forums for the little details.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Aircraftkiller](#) on Fri, 11 Apr 2014 13:52:58 GMT

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

If you're seriously going to use "BHP" as a source of critique, be prepared to have product that's even more mediocre

I've suggested it to you before, but bring your work to Polycount and let them rip it apart viciously. If you can avoid letting your fragile ego be bruised by words on your screen, you'll learn so much more than the sycophants on the "BHP" forums could ever offer

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 11 Apr 2014 14:47:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have no idea what ego you're talking about, but I'm still working with concepts. I assume polycount is more concerned with things that have a polycount.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Fri, 11 Apr 2014 15:42:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Keyword there is "assume"

Try posting your concepts and see what happens. You might be surprised

Of course, you could just assume you're being trolled and continue listening to people who know nothing about game design - that's worked really well for the past few years, huh?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 11 Apr 2014 16:52:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

I never said anything about assuming that I'm being trolled.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [reborn](#) on Fri, 11 Apr 2014 18:37:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

The concepts look pretty nice, but I;d be interested to see how you translate that into your model. Some of the models have be very different to the source you're using, so I'm keen to see what happens here.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 11 Apr 2014 23:29:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well we've decided to step up as far as the quality of our assets go (thus the reason I haven't released any models lately). I hope that everything will be as close to the source material as possible, but I want to make sure that the concepts are as good as they can be.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Mon, 14 Apr 2014 18:00:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make your artists post on Polycount. Do it. Now.

Stop delaying. You're only hurting them by not exposing them to critical feedback.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Mon, 14 Apr 2014 20:16:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I already have. I did it when you suggested it in your post.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Wed, 16 Apr 2014 05:16:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

So do you guys think we should have the MCTs look like they do in Renegade and APB and Reborn? Or should we try and come up with our own take on it?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [iRANian](#) on Thu, 17 Apr 2014 19:30:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

What kind of feedback did you get?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Xpert](#) on Thu, 17 Apr 2014 19:31:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

This guy is persistant LOL. Gonna go through the whole mod asking the public how everything should look. Fucking sad.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 17 Apr 2014 19:40:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

iRANian wrote on Thu, 17 April 2014 12:30What kind of feedback did you get?

We got a few opinions, which was good. But there was little in the way of direct suggestions, it

was more or less basic guidelines by which to change the concept. And although things like that are helpful, it just seemed more vague than anything else in this instance.

Xpert wrote on Thu, 17 April 2014 12:31 This guy is persistent LOL. Gonna go through the whole mod asking the public how everything should look. Fucking sad.

Well I would hope the members of the Renegade community could muster up an opinion on the MCT considering the fact that it's something in Renegade. But in your case it seems that you're too busy being an ass to do much of anything.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Xpert](#) on Thu, 17 Apr 2014 20:27:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make a mod and present your own vision you moron. You don't see other mod groups asking for a public opinion of a mod that should be made. You've been at it for years and have presented nothing. You got like 5-6 people that even care about your mod. Stop asking the public for their opinion. If you don't have your own vision or creativity, then you're shit out of luck and you're just showing how much of a moron you are with this mod.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Ethenal](#) on Thu, 17 Apr 2014 20:32:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Regardless of some of his wording Xpert does more or less have a point: you're not likely to get much of an audience with this mod, so you might as well just make it to please yourself and your compatriots. Not to mention, if you make some really good assets that most certainly counts as "experience" you could present to potential employers if you wanted to apply as a 3D artist or something similar.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranz](#) on Thu, 17 Apr 2014 21:29:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

First of all, this is not a mod, this is a standalone game.

Secondly, I haven't presented anything because I'm trying to make sure everything looks the best that it can. And I'm asking the community because I actually care about what the community thinks.

Thirdly, there are obviously more than 5-6 people who care about this because there are more than 6 people on our team.

And finally, recreating a game in its entirety isn't exactly a creative idea to begin with, so I don't know what creativity I'm supposed to be exhibiting for you to gawk at.

Now, if you don't have anything even remotely constructive to say, kindly stay away from this thread.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Ethenal](#) on Thu, 17 Apr 2014 22:22:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

What I said wasn't remotely constructive? Especially the part about you actually getting a JOB with what you're making?

Xpert does have good points, he just tends to use rather strong wording, lol.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Xpert](#) on Thu, 17 Apr 2014 22:39:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Thu, 17 April 2014 17:29 First of all, this is not a mod, this is a standalone game.

And you've been trying for how long now?

Bfranx wrote on Thu, 17 April 2014 17:29

Secondly, I haven't presented anything because I'm trying to make sure everything looks the best that it can. And I'm asking the community because I actually care about what the community thinks.

We're not the coders. We're not the developers. If you seriously can't produce any ideas on your own, then you shouldn't be developing this at all. You're pretty much saying "Hey, I want to make a mod, but I want to ask everyone what kind of mod". It's stupid. Create a vision of your own. From there, then people can criticize. You're just asking the community to make ideas for you since you don't seem capable of doing it yourself.

Bfranx wrote on Thu, 17 April 2014 17:29

Thirdly, there are obviously more than 5-6 people who care about this because there are more than 6 people on our team.

So you're only counting your developers? LOL. You must have a shit team if they can't even come up with ideas for you. This whole thing is a joke.

Quote:

And finally, recreating a game in its entirety isn't exactly a creative idea to begin with, so I don't know what creativity I'm supposed to be exhibiting for you to gawk at.

Isn't a creative idea to begin with? If you're making a game based off something that is already made, then obviously there is some vision to it if you're aiming to do this in the first place. You don't just fucking come out of no where and say I WANNA MAKE A GAME BASED OFF ANOTHER GAME and not have a clue what the fuck to make.

Bfranx wrote on Thu, 17 April 2014 17:29

Now, if you don't have anything even remotely constructive to say, kindly stay away from this thread.

I gave you my constructive feedback but you're too dense and retarded to get it through your thick skull. I might be coming off as an asshole... actually correct that, I am coming off as an asshole now because you're completely wasting your time and everyone else on your dev team if you're asking the public to give you ideas for something you want to make. You've been throwing this shit around for over 4 years and all you can produce was a few models that were made by other people.

People already lost respect for this shit because 4 years ago, you knew absolutely nothing.

Quote:

yeah, only i don't know how to do anything. i was just gonna be the supervisor/producer if this ever got started. isn't APB in W3D?

Who the hell leads a project but doesn't know wtf he's doing in that project. 4 years later, still don't know what you're making because you can't even come up with the ideas on your own.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Aircraftkiller](#) on Fri, 18 Apr 2014 00:30:42 GMT

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

Xpert is the new Aircraftkiller

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Ethenal](#) on Fri, 18 Apr 2014 00:35:44 GMT

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

He could be, Jesse hates him at least as much as you

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 18 Apr 2014 01:38:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ethenal wrote on Thu, 17 April 2014 15:22 What I said wasn't remotely constructive? Especially the part about you actually getting a JOB with what you're making?

Xpert does have good points, he just tends to use rather strong wording, lol.

That little rant really wasn't geared for you.

Xpert wrote on Thu, 17 April 2014 15:39 Bfranx wrote on Thu, 17 April 2014 17:29 First of all, this is not a mod, this is a standalone game.

And you've been trying for how long now?

As of this July, it will have been 4 years. Is that supposed to matter?

Bfranx wrote on Thu, 17 April 2014 17:29

Secondly, I haven't presented anything because I'm trying to make sure everything looks the best that it can. And I'm asking the community because I actually care about what the community thinks.

We're not the coders. We're not the developers. If you seriously can't produce any ideas on your own, then you shouldn't be developing this at all. You're pretty much saying "Hey, I want to make a mod, but I want to ask everyone what kind of mod". It's stupid. Create a vision of your own. From there, then people can criticize. You're just asking the community to make ideas for you since you don't seem capable of doing it yourself.

One thing you may or may not have noticed is that I've been asking everyone what they think everything should look like. See, people have these things they're entitled to called opinions, and I'm trying to gather them so that I can use them in conjunction with my opinions in order to make something that works.

Bfranx wrote on Thu, 17 April 2014 17:29

Thirdly, there are obviously more than 5-6 people who care about this because there are more than 6 people on our team.

So you're only counting your developers? LOL. You must have a shit team if they can't even come up with ideas for you. This whole thing is a joke.

Of course I'm not only counting my team, you fool. I was saying that the size of my team alone disproves your ignorant statistic.

Quote:

And finally, recreating a game in its entirety isn't exactly a creative idea to begin with, so I don't know what creativity I'm supposed to be exhibiting for you to gawk at.

Isn't a creative idea to begin with? If you're making a game based off something that is already made, then obviously there is some vision to it if you're aiming to do this in the first place. You don't just fucking come out of no where and say I WANNA MAKE A GAME BASED OFF ANOTHER GAME and not have a clue what the fuck to make.

I have a very good idea of what I want to make, but the trouble with making an RTS into a FPS is that there is far more detail in an FPS. Little details that can be very important for creating the kind of nostalgic environment that we're looking for.

Bfranx wrote on Thu, 17 April 2014 17:29

Now, if you don't have anything even remotely constructive to say, kindly stay away from this thread.

I gave you my constructive feedback but you're too dense and retarded to get it through your thick skull. I might be coming off as an asshole... actually correct that, I am coming off as an asshole now because you're completely wasting your time and everyone else on your dev team if you're asking the public to give you ideas for something you want to make. You've been throwing this shit around for over 4 years and all you can produce was a few models that were made by other people.

People already lost respect for this shit because 4 years ago, you knew absolutely nothing.

You don't seem to understand how the whole 'community involvement' thing seems to work, and coming off as an asshole (which I'm proud of you for admitting) is doing next to nothing to help anyone involved in this little rant we have going on here.

Quote:

yeah, only I don't know how to do anything. I was just gonna be the supervisor/producer if this ever got started. Isn't APB in W3D?

Who the hell leads a project but doesn't know what he's doing in that project. 4 years later, still don't know what you're making because you can't even come up with the ideas on your own.

You're honestly going to use posts that are several years old to try and discredit me? That's like comparing a high school freshman to a college freshman in terms of general knowledge. It's an ignorant comparison and does nothing but make you look foolish.

I would like to think that you're trying to help, but maybe you should try actually helping.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Xpert](#) on Fri, 18 Apr 2014 04:12:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 17 April 2014 20:30Xpert is the new Aircraftkiller

Ethenal wrote on Thu, 17 April 2014 20:35He could be, Jesse hates him at least as much as you
Imfao.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [OuTSMoKE](#) on Fri, 18 Apr 2014 09:59:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

This thread is entertaining as fuck.

First off, I would like to point out to you... there is an Edit button on your posts, might wanna try using it instead of multi posting.

Second, and listen to this and let this sink in...

Since you've started boasted about this, YEARS ago, Renegade X has been conceived, coded, modeled, textured, polished, and released publicly. With all it's fanfare and hype, even it struggles right now with the limited Renegade audience. You think a game absolutely no one in the Regenade community gives a shit about is going to go anywhere?

Relying on others to do your work for you is not the way to go. I took over a renegade server recently, and within a month had learned basic C++ stuff for coding the game source, AND some basic Pearl coding to edit Brenbot to my liking, just so i could maintain the server throughout future game engine updates. The fact that over the many years you've been "working" on this you haven't learned anything and still rely on others to do it is bullshit, and shows you're just lazy.

Take my advice, and the advice of oh I don't know... everyone in this thread but Zunnie. Let it die.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 18 Apr 2014 17:08:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

OuTSMoKE wrote on Fri, 18 April 2014 02:59This thread is entertaining as fuck.

First off, I would like to point out to you... there is an Edit button on your posts, might wanna try using it instead of multi posting.

Second, and listen to this and let this sink in...

Since you've started boasted about this, YEARS ago, Renegade X has been conceived, coded,

modeled, textured, polished, and released publicly. With all it's fanfare and hype, even it struggles right now with the limited Renegade audience. You think a game absolutely no one in the Renegade community gives a shit about is going to go anywhere?

Relying on others to do your work for you is not the way to go. I took over a renegade server recently, and within a month had learned basic C++ stuff for coding the game source, AND some basic Pearl coding to edit Brenbot to my liking, just so i could maintain the server throughout future game engine updates. The fact that over the many years you've been "working" on this you haven't learned anything and still rely on others to do it is bullshit, and shows you're just lazy.

Take my advice, and the advice of oh I don't know... everyone in this thread but Zunnie. Let it die.

I know that there's an edit button, but when one post is on a completely different subject than the previous one, an edit is out of place.

Well I sincerely hope the Renegade X team has better luck in maintaining a steady player count, but that honestly doesn't phase me.

What is there for me to lose if no one plays the game?

You see, this is more or less a hobby for me. I honestly couldn't care less about learning to make a game myself, because I have no intention whatsoever of making a career out of it. Now, the people on my team, some of them actually plan to do things with the skills that they have, and if I can give them a chance to expand their portfolio, and they can give me the resources I need to throw this little game together, then it's a mutual benefit for everyone involved.

All I have to do is to make sure everyone knows what their job is, make sure everything looks right, and make sure that there is a well-balanced team for what we need to be working on.

So I'm going to have to disagree with you on the whole lazy thing. It's not that I'm lazy, it's just that this game is essentially a way for me to kill time.

So when you or anyone else tells me to let this thing die, all I have to say is... Why should I?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Xpert](#) on Fri, 18 Apr 2014 17:33:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Fri, 18 April 2014 13:08

All I have to do is to make sure everyone knows what their job is, make sure everything looks right, and make sure that there is a well-balanced team for what we need to be working on.

So you have to make sure everything looks right but yet have no fucking clue what is right considering you know nothing about modeling, coding, or anything to help sculpt a game LOL.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [liquidv2](#) on Fri, 18 Apr 2014 19:08:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Fri, 18 April 2014 12:08So when you or anyone else tells me to let this thing die, all I have to say is... Why should I?
because based on what you're telling us, there's no reason for it to be alive
you don't have any sort of goal or vision to work towards, and the fact that you're asking here of all places suggests the project has hit rock bottom

you could join up with MPF and help them further their RA:FPS mod if you feel obligated to mod something

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Ethenal](#) on Fri, 18 Apr 2014 20:39:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah in all seriousness MPF/UltraAOW has a lot more of modder types, you might actually get some nice feedback if you register on their forums and post up some of your ideas. They'll be much more conducive to your questions than the RenForums trolls, haha.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 18 Apr 2014 21:13:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Xpert wrote on Fri, 18 April 2014 10:33Bfranx wrote on Fri, 18 April 2014 13:08
All I have to do is to make sure everyone knows what their job is, make sure everything looks right, and make sure that there is a well-balanced team for what we need to be working on.

So you have to make sure everything looks right but yet have no fucking clue what is right considering you know nothing about modeling, coding, or anything to help sculpt a game LOL.

I'm almost positive that anyone can compare two pictures and make sure they look the same.

Why would I need to know how something works to know what it looks like?

liquidv2 wrote on Fri, 18 April 2014 12:08Bfranx wrote on Fri, 18 April 2014 12:08So when you or anyone else tells me to let this thing die, all I have to say is... Why should I?
because based on what you're telling us, there's no reason for it to be alive
you don't have any sort of goal or vision to work towards, and the fact that you're asking here of all places suggests the project has hit rock bottom

you could join up with MPF and help them further their RA:FPS mod if you feel obligated to mod something

Goal or vision: Recreate the original C&C as an FPS. And I'm asking here among other places, why would anyone rely on only one resource?

Ethenal wrote on Fri, 18 April 2014 13:39 Yeah in all seriousness MPF/UltraAOW has a lot more of modder types, you might actually get some nice feedback if you register on their forums and post up some of your ideas. They'll be much more conducive to your questions than the RenForums trolls, haha.

Thanks to both of you for the MPF referral. I'll definitely go check it out.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Mon, 21 Apr 2014 01:13:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

The fact that you're going to "MPF" instead of Polycount and other professional sites speaks volumes about your ambition for this project

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Mon, 21 Apr 2014 17:02:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Did you happen to miss my post where I said I already posted on Polycount? Or perhaps the post where I asked why anyone would use only one resource?

I never said I would be using any one website over any other website. I will be using this website and Bluehell and Polycount and MPF and Epic Games and Derelict Studios and any other website that can offer help to the project.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Mon, 21 Apr 2014 17:09:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Polycount isn't "one resource" you nitwit. It's a community of professional 3D artists, concept artists, texture artists, animators, etc. It's a think tank. If you're going to dismiss it that easily, I don't think making anything for any game is your strong suit

Subject: Re: Tiberian Dawn: The First Strike
Posted by [liquidv2](#) on Mon, 21 Apr 2014 17:50:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

it doesn't have to be a visual work of art for people to play it
look at Renegade after all - it's still around after more than 12 years

played Fjords this weekend and got mad all over again - fucking trees
that mammoth tank is a thing of beauty, however

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Wed, 23 Apr 2014 18:06:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Mon, 21 April 2014 10:09 Polycount isn't "one resource" you nitwit. It's a community of professional 3D artists, concept artists, texture artists, animators, etc. It's a think tank. If you're going to dismiss it that easily, I don't think making anything for any game is your strong suit

I view the community as a collective resource, but of course I know that there is more than just one part to it.

liquidv2 wrote on Mon, 21 April 2014 10:50 it doesn't have to be a visual work of art for people to play it
look at Renegade after all - it's still around after more than 12 years

played Fjords this weekend and got mad all over again - fucking trees
that mammoth tank is a thing of beauty, however

Yeah, sometimes simple things can be great.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Mon, 05 May 2014 04:17:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Do any of you know where I might find images of the in-game buildings at different damage levels?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sun, 01 Jun 2014 23:43:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Posted this over on the BHP forums, thought you guys might like to see it.

<http://oi62.tinypic.com/v67wyd.jpg>

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Mon, 02 Jun 2014 00:54:15 GMT

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

Seriously? That's *it*?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [OuTSMoKE](#) on Mon, 02 Jun 2014 01:25:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

years later and still on screen shots of untextured models.... dude, pack it up and move on.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Mon, 02 Jun 2014 01:33:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

The only reason I posted that picture was because the guys on BHP wanted to see it, and I thought you guys might like to be included.

Aside from this we also have the Power Plant, Advanced Power Plant, Airstrip, SAM Site, and Weapons Factory in the final stages, and they will be released in our actual update which will include textured models...

And, honestly, if you're getting on this thread just to tell me to end this project, don't bother.

Subject: Re: Renegade Mod
Posted by [OuTSMoKE](#) on Tue, 03 Jun 2014 08:10:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

I read every thread, don't feel special because I read yours. In the amount of time you've spent with this "team" of yours, you could have learned how to do everything yourself.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Wed, 04 Jun 2014 02:46:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

This thread is now about poorly drawn troll faces.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Mon, 09 Jun 2014 04:01:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

OutSMoKE wrote on Tue, 03 June 2014 01:10I read every thread, don't feel special because I read yours. In the amount of time you've spent with this "team" of yours, you could have learned how to do everything yourself.

Congratulations on demonstrating your ability to read. However, reading the thread and making completely pointless replies to it are very different things.

Aircraftkiller wrote on Tue, 03 June 2014 19:46This thread is now about poorly drawn troll faces.

A shame, I had begun to expect somewhat meaningful posts from you.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Blazea58](#) on Mon, 09 Jun 2014 23:24:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow amazing, you should make Nod invisible, and Gdi Green and blue because green and blue are cooler then yellow. Can't wait to hear about the next update of what color the sky is going to be

Subject: Re: Renegade Mod
Posted by [Aircraftkiller](#) on Tue, 10 Jun 2014 00:19:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Mon, 09 June 2014 00:01
A shame, I had begun to expect somewhat meaningful posts from you.

Subject: Re: Renegade Mod
Posted by [Bfranx](#) on Tue, 10 Jun 2014 02:34:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Blazea58 wrote on Mon, 09 June 2014 16:24Wow amazing, you should make Nod invisible, and Gdi Green and blue because green and blue are cooler then yellow. Can't wait to hear about the next update of what color the sky is going to be

So this is what the Renegade community has devolved to?

Aircraftkiller wrote on Mon, 09 June 2014 17:19Bfranx wrote on Mon, 09 June 2014 00:01
A shame, I had begun to expect somewhat meaningful posts from you.

Not in particular, no. It was just a disappointing development for someone of your talent to behave so childishly.

Subject: Re: Renegade Mod
Posted by [OuTSMoKE](#) on Tue, 10 Jun 2014 11:30:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Sun, 08 June 2014 21:01
Congratulations on demonstrating your ability to read. However, reading the thread and making completely pointless replies to it are very different things.

Making pointless replies? How about a pointless fucking thread for a piece of shit standalone game made by some dumbfuck that doesn't do fuck all for the "project"?

You wanna come here boasting about your game you're having others make for you? It's time you face reality kid. In one month this thread will be FOUR YEARS old, and you haven't accomplished jack shit except to post a couple un-textured shitty generic-looking renegade models.

Speaking of this "team" you have, where the hell are they? I could pick up some migrant workers, teach them english, THEN teach them to code, and they'd still make a game faster than your boys.

You have no comitment. I've been in the renegade community since day 1 and have seen plenty like you. I come home off a 14 hour shift and STILL usually put in at least a couple hours working on code, or adding models, or editing in LE, or editing brenbot strings, all to better a server that's already up and running, and haven't made a single thread here to this date blowing my own horn about how good my server is. THAT is how someone committed to a project acts. They don't come on an online forum talking a ton of shit they can't back up.

This project will go one of two ways. It'll either die off, or finally be completed one day in the very distant future by your great-great grandchildren after you're long dead, provided even THEY care about this bullshit project. I just hope your offsrping have their own friends to do all the work for them and live up to the family name.

Let this project die, or at the very least shut the fuck up about it.

Was that less "pointless" for you?

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Aircraftkiller](#) on Tue, 10 Jun 2014 23:51:16 GMT

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

Quote:It was just a disappointing development for someone of your talent to behave so childishly.

It's just that, you know, this thread sucks and the work you're doing is meaningless. If you were serious you'd have dropped this years ago when it became patently obvious to everyone that you weren't going to get anywhere. In other words, you're trolling the forum. We're just trolling you back.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [liquidv2](#) on Wed, 11 Jun 2014 02:52:31 GMT

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

Aircraftkiller wrote on Tue, 10 June 2014 18:51You're trolling the forum. We're just trolling you back.

that's the summarized truth

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Bfranx](#) on Fri, 13 Jun 2014 17:48:30 GMT

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

OuTSMoKE wrote on Tue, 10 June 2014 04:30Bfranx wrote on Sun, 08 June 2014 21:01
Congratulations on demonstrating your ability to read. However, reading the thread and making completely pointless replies to it are very different things.

Making pointless replies? How about a pointless fucking thread for a piece of shit standalone game made by some dumbfuck that doesn't do fuck all for the "project"?

You wanna come here boasting about your game you're having others make for you? It's time you face reality kid. In one month this thread will be FOUR YEARS old, and you haven't accomplished jack shit except to post a couple un-textured shitty generic-looking renegade models.

Speaking of this "team" you have, where the hell are they? I could pick up some migrant workers, teach them english, THEN teach them to code, and they'd still make a game faster than your boys.

You have no comitment. I've been in the renegade community since day 1 and have seen plenty like you. I come home off a 14 hour shift and STILL usually put in at least a couple hours working on code, or adding models, or editing in LE, or editing brenbot strings, all to better a server that's already up and running, and haven't made a single thread here to this date blowing my own horn about how good my server is. THAT is how someone committed to a project acts. They don't come on an online forum talking a ton of shit they can't back up.

This project will go one of two ways. It'll either die off, or finally be completed one day in the very distant future by your great-great grandchildren after you're long dead, provided even THEY care about this bullshit project. I just hope your offspring have their own friends to do all the work for them and live up to the family name.

Let this project die, or at the very least shut the fuck up about it.

Was that less "pointless" for you?

First of all, it's a bit out of place to call me a kid in the same post that has more expletives than every other post in this thread combined. If you're supposed to be a model adult with some kind of rich purpose in life, why not demonstrate a more intelligent vocabulary?

I'm not boasting about anything, and anyone who thinks otherwise has clearly never seen boasting before. This is a hobby for me, and nothing more. I'm doing this simply because I have free time and I want to use that free time to do something that I want. If I were on a time crunch or if I were paying anyone on the team, I would be more concerned about how long it's taking. But I'm using my free time to do something that I want, and I'm allowing other people to create assets that they can use for their future portfolios. So I really don't see anything wrong with what I'm doing.

As I said before, this is a hobby. I have no plans to make a career out of this, I'm a pre-med student, what do I care about learning how to make a video game? However, I do care about helping people, and giving others an opportunity to use their skills so that they can show off their work later in their careers seems like a good way to do it.

Again, I'm not boasting, I'm displaying game assets in hopes of acquiring talent for the project. It's a pretty simple concept, really.

This project will go only one way. I will continue to hire people and eventually finish it. Hopefully by then people like you will have learned how to be functioning members of society rather than waste their time posting pointless arguments on a thread to someone who could care less if they disappeared from the website.

And to reiterate, yes, your post is pointless. As is any other drawn-out, overbearing, ignorant attempt to get me to stop making this project when I have no real reason to stop other than the fact that the Renegade community doesn't like it.

Aircraftkiller wrote on Tue, 10 June 2014 16:51Quote:It was just a disappointing development for someone of your talent to behave so childishly.

It's just that, you know, this thread sucks and the work you're doing is meaningless. If you were serious you'd have dropped this years ago when it became patently obvious to everyone that you weren't going to get anywhere. In other words, you're trolling the forum. We're just trolling you back.

I'm not trolling anyone, I just have no reason to stop. You people make it so important to point out that I'm not playing a major part in making this game, and yet you act like I should stop making it because I'm wasting my time and resources.

If anything I should be telling you guys to stop. You're wasting more time trying to get me to stop than I am trying to move forward.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [liquidv2](#) on Fri, 13 Jun 2014 20:05:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

it's painfully obvious you can't see the big picture
rather than dismissing everything they're saying, consider it for a moment

what have you come up with in over 4 years of this? you said you're spending your free time, yet no one is sure what you yourself are actually doing
you laid out some simple ideas that have not advanced, have no clear direction or goal, and have next to no chance of making any impact whatsoever - the fact that you're still "continuing" on is mind-boggling, to say the least

with that being said, i look forward to seeing where this project is at in 2018

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Sat, 14 Jun 2014 04:04:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

liquidv2 wrote on Fri, 13 June 2014 16:05where this project is at in 2018 2118

FTFY

Subject: Re: Tiberian Dawn: The First Strike
Posted by [OuTSMoKE](#) on Sat, 14 Jun 2014 05:24:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Fri, 13 June 2014 21:04liquidv2 wrote on Fri, 13 June 2014 16:05where this project is at in 2018 2118 3118

FTFY

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sat, 14 Jun 2014 19:25:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

liquidv2 wrote on Fri, 13 June 2014 13:05it's painfully obvious you can't see the big picture rather than dismissing everything they're saying, consider it for a moment

what have you come up with in over 4 years of this? you said you're spending your free time, yet no one is sure what you yourself are actually doing
you laid out some simple ideas that have not advanced, have no clear direction or goal, and have next to no chance of making any impact whatsoever - the fact that you're still "continuing" on is mind-boggling, to say the least

with that being said, i look forward to seeing where this project is at in 2018

Look, I'm sorry about how long this is taking. Everyone on the team is a volunteer and they have obligations to more than just this project. The models would have been ready years ago if anyone would have just stuck around and finished what they started.

They get close to finishing the models and then decide to stop just before they're done. I'm not paying them anything so I can't stop them, all I can do is try to keep up interest in the project and move on.

I repost the job ads, get more modelers, and get a few more models worked on, but then the process repeats itself.

Take, for example, the modeler who was just working on the Airstrip, Advanced Power Plant, Chain-link barrier, and Advanced Guard Tower (He chose to work on that many models, if anyone was wondering). He had just finished the AGT and had nearly finished the other three but then he decided to take a break from 3D modeling because of things going on in his life.

So now I have a finished AGT that will be textured, but three other models that are still unfinished.

I have three other modelers who are coming close to finishing their respective buildings (Temple, Silo, Weapons Factory) and it looks like they're going to actually finish them. So hopefully I can actually put together something for an update.

I don't understand why everyone keeps saying that there's no direction or goal. I've stated my goal clearly, several times.

I just came here hoping to find help from people that know stuff about Command & Conquer, and I'm sorry if this project is more of a burden to the forum than anything else, but I'd like to think someone out there actually cares enough about a project like this to support it.

Everyone says that there have been several games like mine that just threw up a couple of pictures and then fell apart, so why is it so wrong for me to stick with this?

I'm trying the best that I can with what I know, and all I wanted was some volunteers, or useful advice or something to help.

If you guys really don't care at all about this project or the idea behind it, and have no interest in helping it in any way, shape, or form, then I can just leave if that's what you want.

But if this does interest someone, anyone out there, please say something.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Aircraftkiller](#) on Sun, 15 Jun 2014 05:01:21 GMT

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

I shouldn't write this post. I know you're going to ignore everything I say by rationalizing it into "but if I work on this for 15 more years, we'll have something to show in Unreal Engine 8!"

Quote:Look, I'm sorry about how long this is taking. Everyone on the team is a volunteer and they have obligations to more than just this project. The models would have been ready years ago if anyone would have just stuck around and finished what they started.

They get close to finishing the models and then decide to stop just before they're done. I'm not paying them anything so I can't stop them, all I can do is try to keep up interest in the project and move on.

What interest? Beyond the four fawning sycophants at "BHP", who really cares? I mean, all of us posting here care, but to varying degrees. Most of us feel that you're trolling the forum, so we care enough to troll you back. That's about it. I don't think anyone here is interested in playing the end-product, assuming it comes out before people forget what Tiberian Dawn is.

Quote:I repost the job ads, get more modelers, and get a few more models worked on, but then the process repeats itself.

That's because you're hiring scrubs. You're hiring scrubs because your presented work really sucks. It's like 2002-level quality. You're only going to attract scrubs with that level of quality. No one who's interested in next-gen game development is going to spend their time creating art assets that will never be shown in their portfolio.

Quote:Take, for example, the modeler who was just working on the Airstrip, Advanced Power Plant, Chain-link barrier, and Advanced Guard Tower (He chose to work on that many models, if anyone was wondering). He had just finished the AGT and had nearly finished the other three but then he decided to take a break from 3D modeling because of things going on in his life.

That AGT has no real details to it. The few details it does have make very little sense, regardless of how much it looks like the original model. No one is going to care about outdated game visuals. Take what the original game gave you and upgrade it. When I was still working on something like this, I decided to make everything as realistic as I was capable of doing at the time:

In the span of roughly six months from 2011-2012, I produced more work than your project did over the course of four years. I made models with higher visual fidelity, actual textures, etc. It's not perfect, obviously. I could (and should) go back and rework all of it to a new standard, so I could actually use it to attract a team of people to work with me. I don't care enough, though, since I have a family now and I'm more worried about paying for my house and living my life. This is fun stuff to do when I'm tired of playing games.

Quote: So now I have a finished AGT that will be textured, but three other models that are still unfinished.

I can assure you that AGT isn't finished yet.

Quote: I have three other modelers who are coming close to finishing their respective buildings (Temple, Silo, Weapons Factory) and it looks like they're going to actually finish them. So hopefully I can actually put together something for an update.

You need more than buildings for people to care about this. You need artists that can actually create good art. If all they're capable of doing is blindly following reference images and never using their imagination to figure out why things look the way they do, you'll be stuck in limbo forever.

Quote: I don't understand why everyone keeps saying that there's no direction or goal. I've stated my goal clearly, several times.

I do this for a living. I work with people far more talented than anyone on your team, trust me. If I showed them any of this and explained how long it took you to get to where you are, they'd start laughing and wonder why you're wasting your time. Much like all of us have done so far, and only a couple of people here have actually dabbled in the 3D arts. You're in a hopeless situation unless you decide to learn how to actually do the work you're trying to push on to other people.

The reason I can create anything I want is because I suffered through the same shit you're reading here. I had people tell me the same things you're writing about. That you suck, that you're terribad, that you should uninstall and move on. Instead of finding artists to do my work for me, I ended up creating most of APB by myself. Just about every building in that awful mod is still my work to some degree, and most of the maps are still mine. They still use my textures and some of

my vehicles. I forced myself to learn how to do these things over 10 years ago. I now work in the field as a synthetic environment engineer.

Stop bullshitting people here and get to work. You'll pick up valuable skills and you won't have to rely on other people to accomplish your vision.

Quote:I just came here hoping to find help from people that know stuff about Command & Conquer, and I'm sorry if this project is more of a burden to the forum than anything else, but I'd like to think someone out there actually cares enough about a project like this to support it.

Everyone says that there have been several games like mine that just threw up a couple of pictures and then fell apart, so why is it so wrong for me to stick with this?

Because you're not farking doing anything. You're posting shitty models that other people made and acting like the only thing you're capable of being is the "ideas guy" - everyone is the ideas guy. It's why Chronojam ruined APB after I left. He can't do any of the actual work on the project, so he relies on other people to carry it for him. I'm sure some turd will go over there and say "WAH!" TEH AIRKRAFTKARRIAR SAID TEH BAD TINGS BOUT U" but he knows it's the truth. It's why APB is dead, and has been dead for a long time.

Quote:I'm trying the best that I can with what I know, and all I wanted was some volunteers, or useful advice or something to help.

You were given advice. Many times over, in fact. I hate tooting my own horn, but I have more experience in 3D than everyone in this forum. I'm telling you something you need to hear. In the words of Dante: SHUT UP AND MOD

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfr anx](#) on Sun, 15 Jun 2014 16:26:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:I shouldn't write this post. I know you're going to ignore everything I say by rationalizing it into "but if I work on this for 15 more years, we'll have something to show in Unreal Engine 8!"

I never came close in any of my posts to rationalizing anything as idiotic as that.

Quote:

What interest? Beyond the four fawning sycophants at "BHP", who really cares? I mean, all of us posting here care, but to varying degrees. Most of us feel that you're trolling the forum, so we care enough to troll you back. That's about it. I don't think anyone here is interested in playing the end-product, assuming it comes out before people forget what Tiberian Dawn is.

Well it's not like giving up will fix the interest issue.

Quote:That's because you're hiring scrubs. You're hiring scrubs because your presented work really sucks. It's like 2002-level quality. You're only going to attract scrubs with that level of quality. No one who's interested in next-gen game development is going to spend their time creating art

assets that will never be shown in their portfolio.

By that logic I'm hiring scrubs because the posted work sucks, but I can only make sucky work because I'm hiring scrubs.

Quote:That AGT has no real details to it. The few details it does have make very little sense, regardless of how much it looks like the original model. No one is going to care about outdated game visuals. Take what the original game gave you and upgrade it. When I was still working on something like this, I decided to make everything as realistic as I was capable of doing at the time:

What details could be added to the Advanced Guard Tower that wouldn't look out of place?

Quote:You need more than buildings for people to care about this. You need artists that can actually create good art. If all they're capable of doing is blindly following reference images and never using their imagination to figure out why things look the way they do, you'll be stuck in limbo forever.

When you're trying to recreate something in the hopes of it being nostalgic, how do you know where to draw the line in terms of extra detail?

Quote:I do this for a living. I work with people far more talented than anyone on your team, trust me. If I showed them any of this and explained how long it took you to get to where you are, they'd start laughing and wonder why you're wasting your time. Much like all of us have done so far, and only a couple of people here have actually dabbled in the 3D arts. You're in a hopeless situation unless you decide to learn how to actually do the work you're trying to push on to other people.

The reason I can create anything I want is because I suffered through the same shit you're reading here. I had people tell me the same things you're writing about. That you suck, that you're terribad, that you should uninstall and move on. Instead of finding artists to do my work for me, I ended up creating most of APB by myself. Just about every building in that awful mod is still my work to some degree, and most of the maps are still mine. They still use my textures and some of my vehicles. I forced myself to learn how to do these things over 10 years ago. I now work in the field as a synthetic environment engineer.

Stop bullshitting people here and get to work. You'll pick up valuable skills and you won't have to rely on other people to accomplish your vision.

But there's the key difference, you're doing this for a living, you have a very valid reason to devote time and resources to something like this. I'm currently going to college to hopefully become a doctor, and my incentive for this project stops beyond it being anything more than just a nice idea that I can waste time on.

Of course I would like to be able to do the things that you do, but as soon as summer is over, I would be back in college and would have very little time for any of it.

Quote:Because you're not farking doing anything. You're posting shitty models that other people

made and acting like the only thing you're capable of being is the "ideas guy" - everyone is the ideas guy. It's why Chronojam ruined APB after I left. He can't do any of the actual work on the project, so he relies on other people to carry it for him. I'm sure some turd will go over there and say "WAH!" TEH AIRKRAFTKARRIAR SAID TEH BAD TINGS BOUT U" but he knows it's the truth. It's why APB is dead, and has been dead for a long time.

Well I could say that other than the ideas guy I'm the recruiting guy and the "make sure the model looks like the reference" guy, but they're not very lofty positions either.

Quote:You were given advice. Many times over, in fact. I hate tooting my own horn, but I have more experience in 3D than everyone in this forum. I'm telling you something you need to hear. In the words of Dante: SHUT UP AND MOD

Although time isn't really on my side in this case, I suppose it never hurts to try. Do you have any software recommendations?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Mon, 16 Jun 2014 05:05:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you don't have artists with an artistic eye, you have technicians reproducing what they see in old blurry renders from when 3DS Max was still run in DOS

If you aren't interested in doing the work yourself, you've already failed

You should seriously pack this up and admit that you're done. There's no shame in failing. Everyone does it. Go do what you're good at: focus on medical school instead

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Mon, 16 Jun 2014 16:35:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Sun, 15 June 2014 22:05If you don't have artists with an artistic eye, you have technicians reproducing what they see in old blurry renders from when 3DS Max was still run in DOS

If you aren't interested in doing the work yourself, you've already failed

You should seriously pack this up and admit that you're done. There's no shame in failing. Everyone does it. Go do what you're good at: focus on medical school instead

I don't know...

Part of me wants to end this and move on, but the other part of me wants to see this to completion.

I'll keep thinking about it, but I want to wait and see what comes out of our next update before I decide anything.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Mon, 16 Jun 2014 17:37:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

My trolling is all good natured, I don't hate you. I'm not posting this to shit on your dreams. All I'm telling you is what Polycount was trying to get across to you before you gave up and moved on.

The reason nobody from PC helped is the same reason why you're having difficulties finding dedicated, professional artists - the body of work isn't there

Right now, I'm building the town of Night Vale from <http://www.commonplacebooks.com> in Unreal, and I'm not showing it to anyone but some friends on Facebook until I'm convinced that I could possibly get other people to help make a Night Vale game a reality - but to do that, I have to spend a lot of my personal time making professional art pieces before anyone would even consider helping out

I think you'd be best served letting it go and focusing on medical school. Game development isn't for everyone. It's a lot of stress and requires a lot of effort on the part of everyone working on a project

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Mon, 16 Jun 2014 21:01:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Even if they aren't professionals, I still have people on my team, and I can't just stop if they still want to work.

I mean, that just doesn't seem right to me.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Mon, 16 Jun 2014 21:05:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

They'll get over it. Games are canceled frequently, free games even more so.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [OuTSMoKE](#) on Tue, 17 Jun 2014 05:18:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Mon, 16 June 2014 14:01 Even if they aren't professionals, I still have people on my team, and I can't just stop if they still want to work.

I mean, that just doesn't seem right to me.

At the rate they get work done, I doubt they'd care if you pulled the plug. ACK is right though, I see eye to eye with his opinions, he just has a more delicate way of getting them across.

If you're truly only hanging on because you're worried about hurting them, just hand the project over to them and wash your hands of it.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sat, 21 Jun 2014 18:37:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

I want to see what happens after our next update before I decide anything.

If I do end up leaving this project in someone else's hands, I want to make sure that it has a foundation it can stand on.

Sorry about the late reply, the Renegade page wouldn't load for me until today.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [liquidv2](#) on Sat, 21 Jun 2014 19:44:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

the game has no foundation
after years and years of construction, all you've done is draw up structural ideas and blueprints
without actually making anything
so technically, since nothing has been made there's really nothing to lose

that's why we're so puzzled - you don't seem to realize it lol

Subject: Re: Tiberian Dawn: The First Strike
Posted by [UnitXc](#) on Sat, 21 Jun 2014 22:40:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

this thread is one of the saddest ive seen for a long time

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sun, 22 Jun 2014 01:53:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

liquidv2 wrote on Sat, 21 June 2014 12:44the game has no foundation
after years and years of construction, all you've done is draw up structural ideas and blueprints
without actually making anything
so technically, since nothing has been made there's really nothing to lose

that's why we're so puzzled - you don't seem to realize it lol

I do know that it doesn't have a foundation, I acknowledged that and explained it a couple of posts ago.

But as it stands right now I have several assets nearing completion and I want to see if they can do anything to help the situation.

UnitXc wrote on Sat, 21 June 2014 15:40this thread is one of the saddest ive seen for a long time

I'm sorry you feel that way.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [UnitXc](#) on Sun, 22 Jun 2014 14:17:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

why are you sorry that I feel that way

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sun, 22 Jun 2014 15:27:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

UnitXc wrote on Sun, 22 June 2014 07:17why are you sorry that I feel that way

Because it's not a good feeling to have.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [UnitXc](#) on Mon, 23 Jun 2014 02:49:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

and why is that?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Mon, 23 Jun 2014 21:37:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, why would it be a good feeling to have?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 04 Jul 2014 00:26:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Anyway, now that the silliness is hopefully behind us, I have something that may interest someone out there.

As I said before, the 3D artist who was working on the Advanced Power Plant, Advanced Guard Tower, Airstrip, and Chain-link Barrier left before he could finish everything.

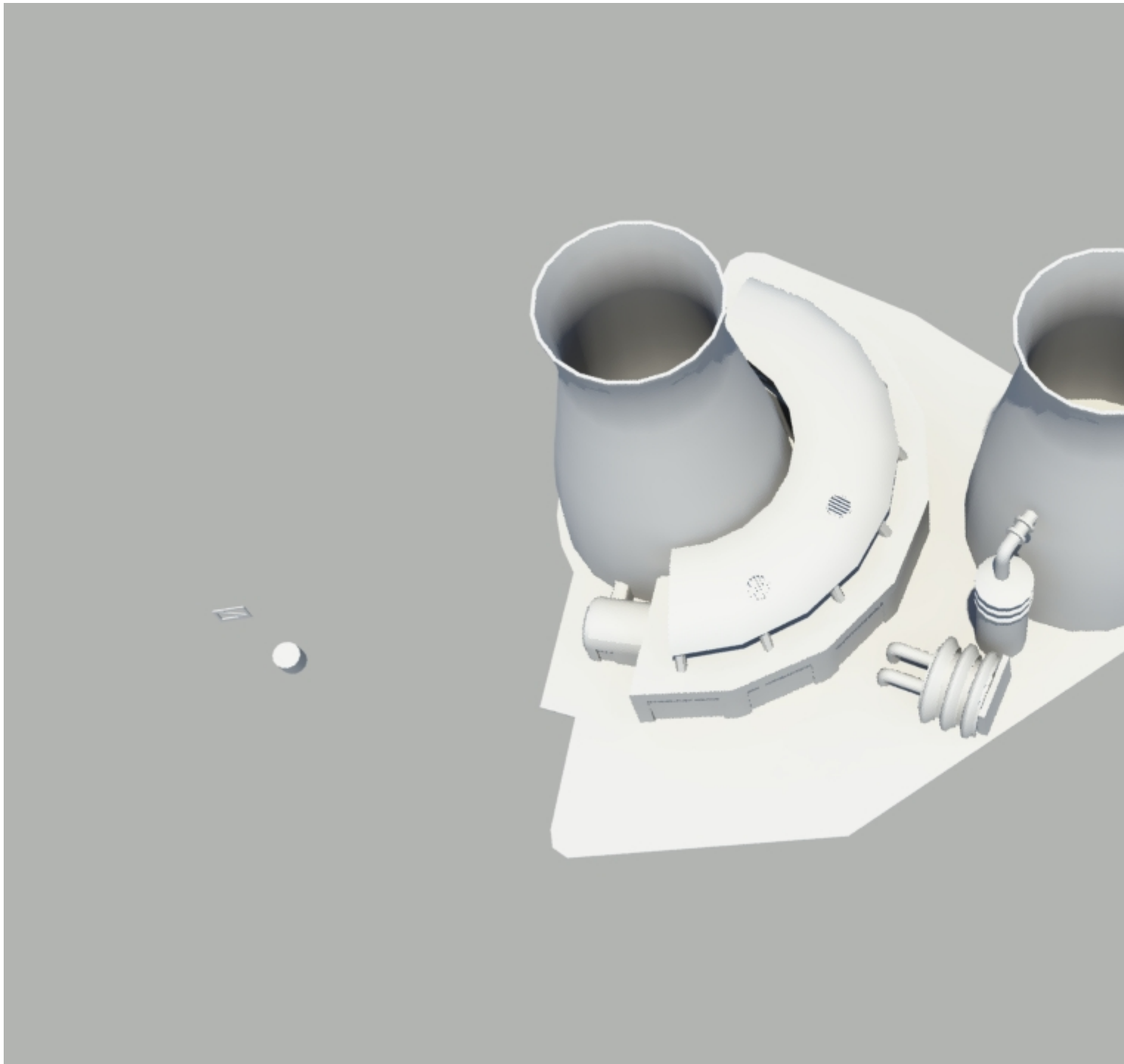
All of our other 3D artists are working on models of their own, so if anyone is interested in finishing up the Airstrip, Advanced Power Plant, or Chain-link barrier, they're welcome to it.

I'll attach some progress shots.

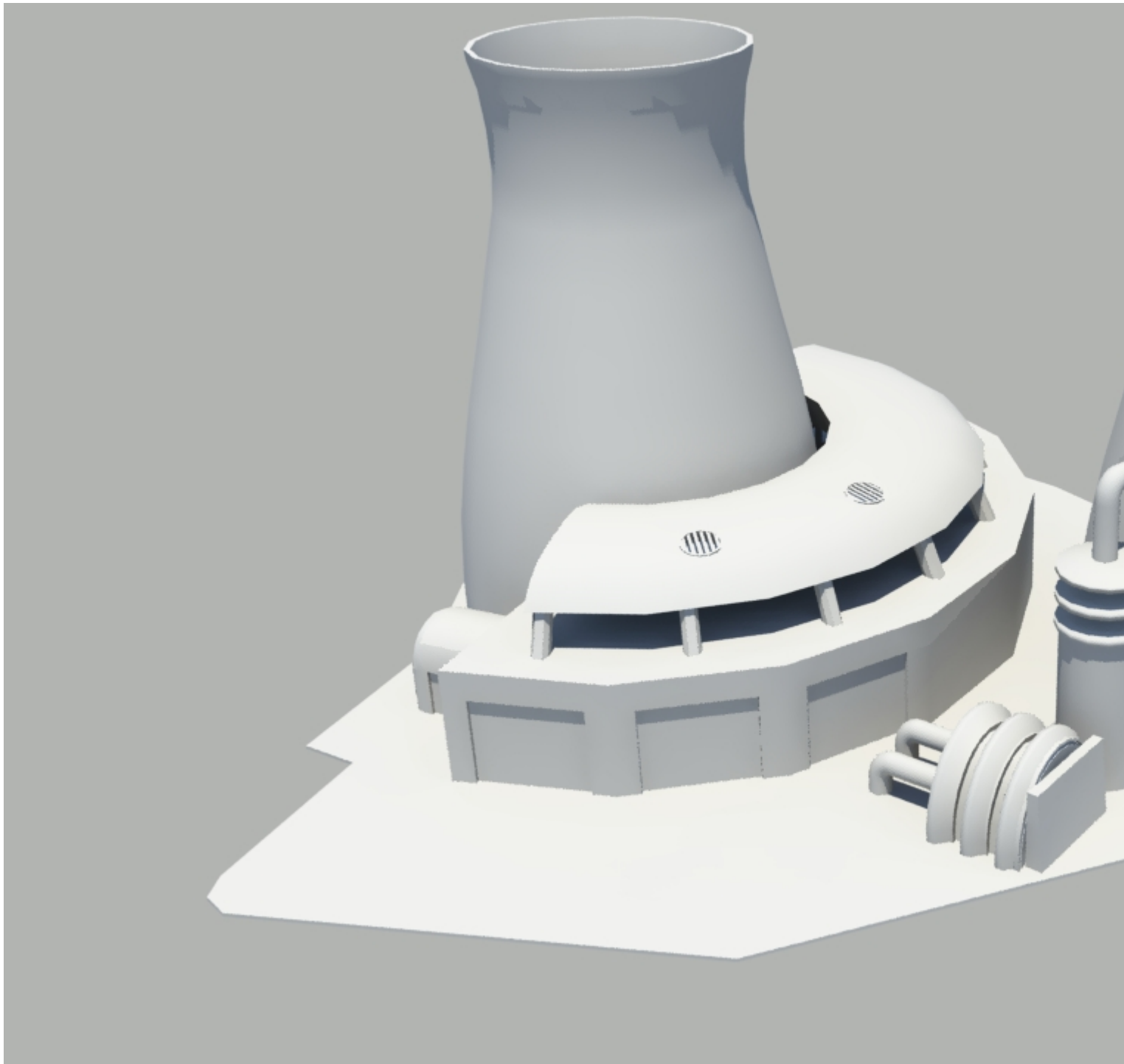
They're currently .fbx files, but I can more than likely get them in any file type you need.

File Attachments

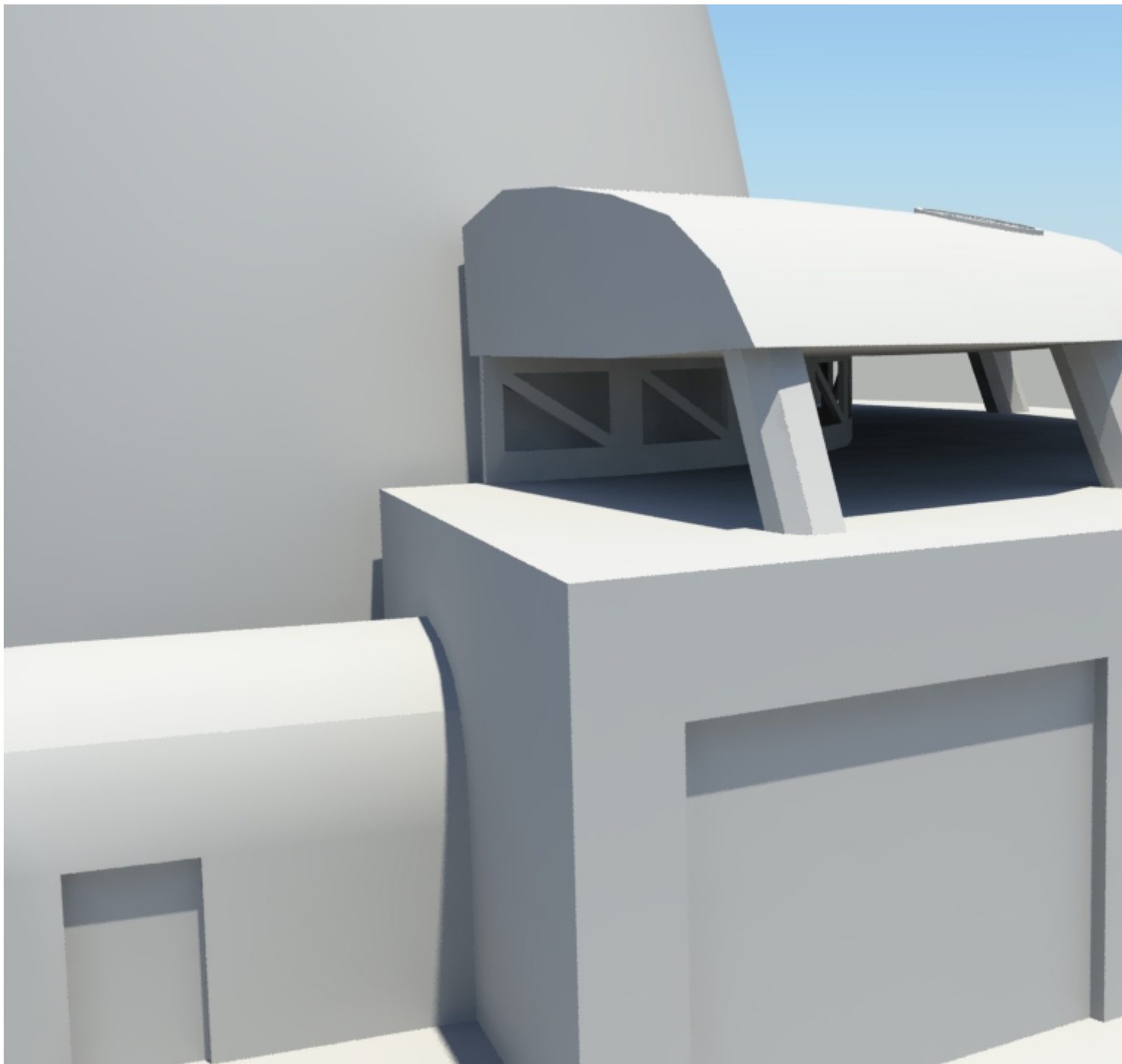
1) [anr1.jpg](#), downloaded 133 times



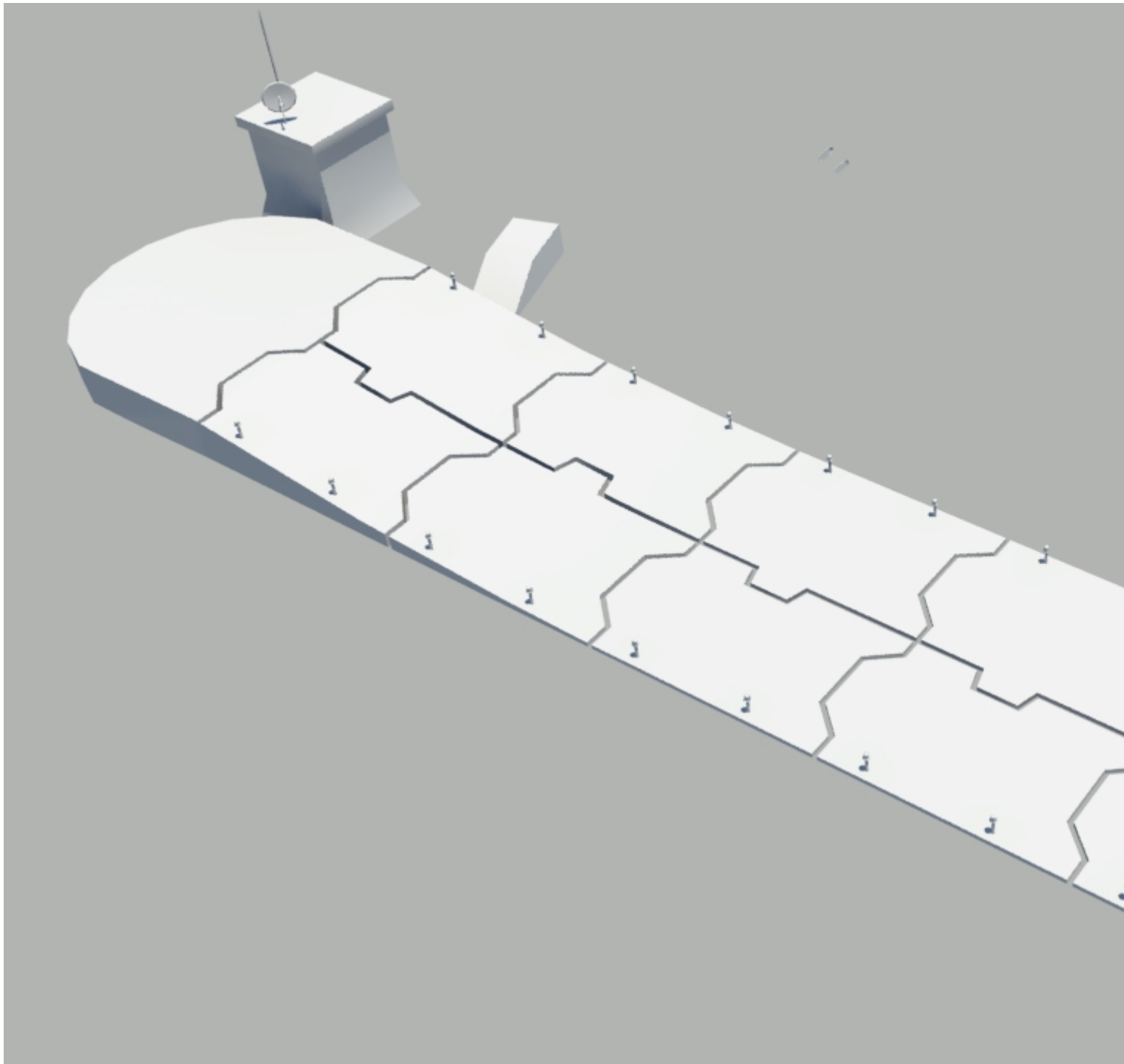
2) [anr2.jpg](#), downloaded 119 times



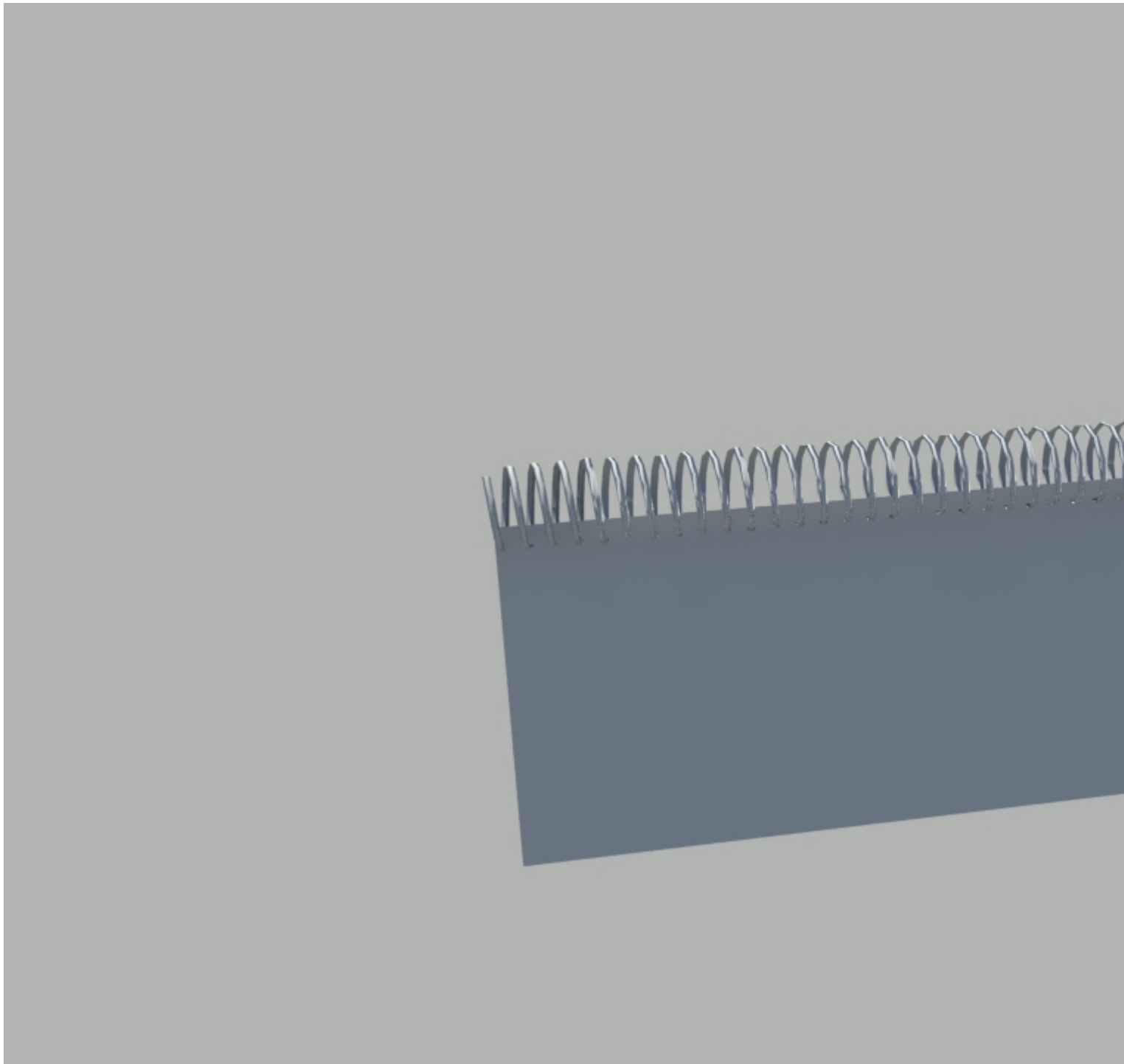
3) [anr4.jpg](#), downloaded 127 times



4) [air1.jpg](#), downloaded 117 times



5) [CLB1.jpg](#), downloaded 135 times



Subject: Re: Tiberian Dawn: The First Strike
Posted by [liquidv2](#) on Sun, 06 Jul 2014 18:49:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

they look like something you could buy and custom paint in a pottery shop

keep up the good work - it all looks great!

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Tue, 08 Jul 2014 03:31:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well they are untextured WIP models, or did you not even bother reading my post?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Tue, 08 Jul 2014 15:42:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's like you ignored everything I wrote and pretended it didn't happen

You're sure to go far with that kind of work ethic

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Tue, 08 Jul 2014 15:51:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

What do you mean?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [DoMiNaNt_HuNtEr](#) on Wed, 09 Jul 2014 03:39:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

UNHOLY FUCK.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [OuTSMoKE](#) on Wed, 09 Jul 2014 13:34:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't even want to yell at him anymore, this is just sad.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 10 Jul 2014 00:54:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well he was telling me before to learn how to do all of these things myself, but there's no way I would be able to complete any of the models that need to be completed by myself at this time even if I were trying to learn how to.

And as far as telling me to end this project, I already said that I'm waiting to see what comes from

our next update.

I honestly don't understand what he said that I didn't acknowledge.

EDIT: Furthermore, I've directed all of my concept artists and 3D artists to Polycount as ACK suggested.

I value his opinion and I respect his experience. And rather than post some worthless expletive-laden rant or useless bullshit, he actually gives sound advice (more often than not, anyway).

He doesn't sugar coat what he says but I look past that, I honestly wish more people in this thread were like him.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [liquidv2](#) on Fri, 11 Jul 2014 16:09:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

can you produce one of your white powerplants for me? i'd like to paint it and put it on a shelf

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 11 Jul 2014 19:35:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm confused as to what you think a power plant is supposed to look like.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Fri, 11 Jul 2014 23:30:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

He's clearly making fun of the fact that nearly five years later, you're still posting up untextured models

I'd reiterate myself as to why this project is going to go nowhere, but you're not interested in giving up, so have fun posting untextured models or whatever

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sat, 12 Jul 2014 01:06:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Of course he's making fun of them, anyone can see that.

Thanks, I'll be sure to keep you guys posted on all of the progress that we're slowly making but no one seems to care about

Subject: Re: Tiberian Dawn: The First Strike
Posted by [liquidv2](#) on Sun, 13 Jul 2014 02:16:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

i wasn't kidding - i want a fucking powerplant for my Renegade vehicles to chill behind

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Omar007](#) on Sun, 13 Jul 2014 02:36:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Like 3D printing it and painting it manually like Warhammer?
If the 3D model is nice and solid I guess that could be fun if you own C&C units

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sun, 13 Jul 2014 04:05:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

liquidv2 wrote on Sat, 12 July 2014 19:16i wasn't kidding - i want a fucking powerplant for my Renegade vehicles to chill behind

Well if you're being serious then I want to apologize, I thought you were being sardonic.

I don't have a way to 3D print the model, but I could send it to you if you have access to a 3D printer that you'd like to use.

The second reactor tower and the coils attached to it need to be moved around a bit before the exterior is completely finished, but you can still use the current version if you'd like.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 17 Jul 2014 00:31:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

For anyone who's interested we've posted our fourth anniversary update on our IndieDB page here: <http://www.indiedb.com/games/tiberian-dawn-the-first-strike>

We didn't finish as many models as I would have liked, but I still think it's a fairly decent update.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [liquidv2](#) on Thu, 17 Jul 2014 04:26:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

i wasn't serious, but if there really was a way to get a powerplant i'd actually look into it it would look neat on a shelf by my computer

some dude made a PC case look like the Temple of Nod, which would also be cool

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 17 Jul 2014 06:01:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

That looks pretty awesome.

It would be hard to find a place to put it, but it's still awesome.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Ethenal](#) on Thu, 17 Jul 2014 14:02:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

I remember that computer case from years ago, so freaking cool

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 31 Oct 2014 17:21:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here are some renders of the textured exterior of the barracks, let me know what you guys think.

There are a few errors that I know about already, but go ahead and tell me about any that you see regardless.

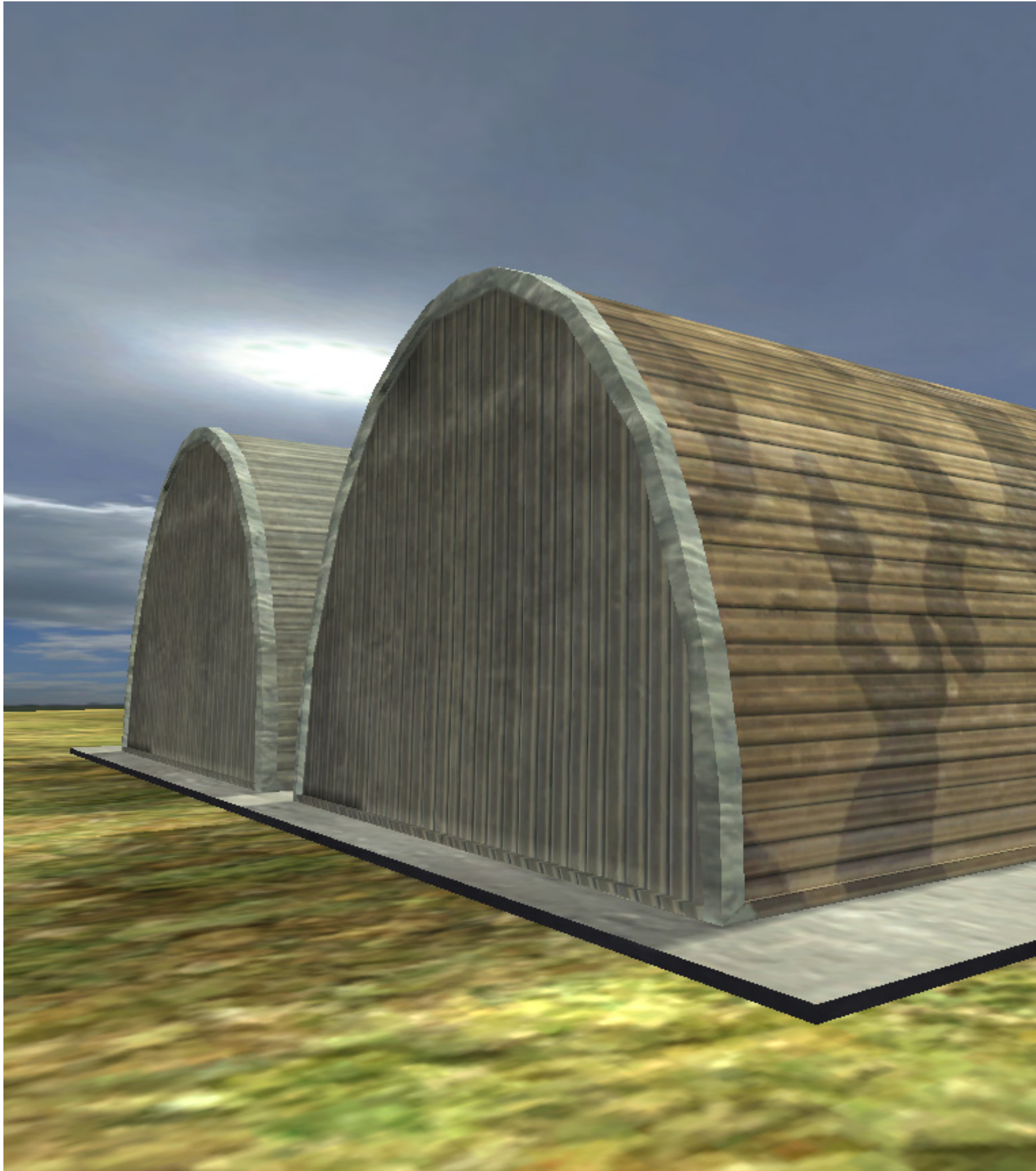
If you guys want I can post some pictures of the interior later.

File Attachments

1) [Barracks1.jpg](#), downloaded 409 times



2) [Barracks2.jpg](#), downloaded 414 times



Subject: Re: Tiberian Dawn: The First Strike
Posted by [Agent](#) on Thu, 06 Nov 2014 04:07:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Truly lifelike; you should port this straight into UE4 IMMEDIATELY -- no delays.
You should also team up with Red Alert: FPS; they'll speed up your development process by almost some.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 14 Nov 2014 18:21:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

There was a misunderstanding on my part regarding the appropriate texture size. It will be corrected after we go back and tweak the model itself a bit based on suggestions we've received.

It's getting hard for me to decide whether or not the comments are sarcastic or sardonic at this point. Maybe a bit of both.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Sat, 15 Nov 2014 01:35:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you keep posting shit, expect to get shit back

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sat, 15 Nov 2014 16:12:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

At this point I could post something incredible and there would still be something awful about it that's unrelated yet relevant enough for everyone to completely focus on.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [N1warhead](#) on Sun, 16 Nov 2014 13:28:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dude, you're still making this thing?

I remember when you first posted this thing, like what 50 years ago?

I still periodically check these forums to see new things.
But come on bro, I mean, renegade is still one of my favorite games of all times, and if hundreds

of people still played it, I'd still be on it.

But get real man, why are you still making this mod for this game?
You might get 2 people to play it in 20 more years. (If you ever finish it).

People I'm sure remember me back when I was making mods, I had some honestly pretty crappy models, some were alright, but nothing extravagant, and neither are your models.

At least if you're going to continue this mod, take it else where, where there are still are thousands of active participants, E.G. - (Unity3d, Unreal Engine, Cryengine) You know, the ones that let you legally sell a game? Jusst change your name of game and apply a price tag to it, but you'll never finish your *Mod* at this rate, you should have finished this 2 years ago when there was at least some community still alive.

Now if you were making top of the line beauty, then maybe you could drive some community back to Renegade. But otherwise you are wasting your time and money (Wasted time = wasted money).

Just think about it man, hate to see people waste their life away and getting nothing in return for it, there isn't enough people especially sense PlanetCNC went down the drain to get even any sign of respect to your works. Which need I say, after 4 years, you should have learnt how to model and texture things by now at least, like perfection.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Sun, 16 Nov 2014 16:06:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Sat, 15 November 2014 11:12At this point I could post something incredible and there would still be something awful about it that's unrelated yet relevant enough for everyone to completely focus on.

No, no, you're overcomplicating this. I've attached a handy illustration that explains it a bit more clearly:

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Tue, 18 Nov 2014 03:02:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

N1warhead wrote on Sun, 16 November 2014 06:28Dude, you're still making this thing?

I remember when you first posted this thing, like what 50 years ago?

I still periodically check these forums to see new things.

But come on bro, I mean, renegade is still one of my favorite games of all times, and if hundreds of people still played it, I'd still be on it.

But get real man, why are you still making this mod for this game?
You might get 2 people to play it in 20 more years. (If you ever finish it).

People I'm sure remember me back when I was making mods, I had some honestly pretty crappy models, some were alright, but nothing extravagant, and neither are your models.

At least if you're going to continue this mod, take it else where, where there are still are thousands of active participants, E.G. - (Unity3d, Unreal Engine, Cryengine) You know, the ones that let you legally sell a game? Jusst change your name of game and apply a price tag to it, but you'll never finish your *Mod* at this rate, you should have finished this 2 years ago when there was at least some community still alive.

Now if you were making top of the line beauty, then maybe you could drive some community back to Renegade. But otherwise you are wasting your time and money (Wasted time = wasted money).

Just think about it man, hate to see people waste their life away and getting nothing in return for it, there isn't enough people especially sense PlanetCNC went down the drain to get even any sign of respect to your works. Which need I say, after 4 years, you should have learnt how to model and texture things by now at least, like perfection.

We dropped the W3D engine a long time ago, and we've been trying to work toward UE3 ever since. I'll post threads on various forums when we're at a level that I believe is appropriate. Until then we're just hanging around here, BHP, and IndieDB.

Aircraftkiller wrote on Sun, 16 November 2014 09:06Bfranx wrote on Sat, 15 November 2014 11:12At this point I could post something incredible and there would still be something awful about it that's unrelated yet relevant enough for everyone to completely focus on.

No, no, you're overcomplicating this. I've attached a handy illustration that explains it a bit more clearly:

And as I've already said, even if we presented something amazing, it would still be considered garbage because the Renegade forum is a pool of destructive criticism.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [liquidv2](#) on Tue, 18 Nov 2014 03:25:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

that's easy for you to say now, since all you've posted is compost thus far
post something that's honestly not
you've had years already

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Tue, 18 Nov 2014 03:48:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

liquidv2 wrote on Mon, 17 November 2014 20:25 that's easy for you to say now, since all you've posted is compost thus far
post something that's honestly not
you've had years already

It was destructive criticism when we began the project, when there wasn't any justification for it. Yes, I've had years to make this work, but it's been years of people who leave the team before they finish what they start, and nearly two years straight with only two active members. I would love to see a team make something amazing under the same circumstances. Granted, it would be different if I were to take the initiative and work on some of these assets myself, but as I've said before this game is more of a side-project for me. It's a hobby more than a career choice.

I don't know why I even bother with these spiels of mine. It's obvious that no one is interested with my perspective on the matter.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [liquidv2](#) on Tue, 18 Nov 2014 04:11:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

i vaguely recall you asking everyone else what the entire point of your mod should be
and i don't understand what you personally are contributing, since you said so yourself that
literally every other person involved is doing all of the work
you bring it upon yourself to come on here and post things that have neither a purpose, nor a
direction - i just don't understand

would it make any difference if everyone here absolutely loved that new Barracks and said it was
swell and golly gee wiz great?

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Tue, 18 Nov 2014 16:09:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

liquidv2 wrote on Mon, 17 November 2014 21:11 i vaguely recall you asking everyone else what
the entire point of your mod should be
and i don't understand what you personally are contributing, since you said so yourself that
literally every other person involved is doing all of the work
you bring it upon yourself to come on here and post things that have neither a purpose, nor a
direction - i just don't understand

would it make any difference if everyone here absolutely loved that new Barracks and said it was
swell and golly gee wiz great?

I don't recall having said that, and if I ever did, it was more than likely long enough ago that it's no longer relevant. My job on this team is organization. I recruit new members, make sure the members we do have are doing something, and, when the proper resources are available, make sure that their work is as close to the source material as possible. You say that what I post has no purpose or direction, yet I have stated my intentions several times before.

I'm not posting here for the sake of my ego, I'm here because I'd like to believe someone on this forum has at least some knowledge regarding C&C and would like to contribute to a game that is meant to be for C&C fans. No one in their right mind would ask for meaningless statements regarding their work, positive or not.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [N1warhead](#) on Tue, 18 Nov 2014 19:28:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well at least you went to another engine, that helps.

But again however, I agree with everyone else.
I strongly believe if you want to lead a group of people
you have to know how to at least get stuff done at every organized level encase something wrong happens.

Why don't you just take the time to learn how to do everything your self?

It's a lot more rewarding to do it your self.

Not to mention you don't have to rely on otherwise lazy people to get stuff done because they are "Busy".
If they gonna be lazy, fire their a** and do it your self and wipe them out the credits. lol.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Tue, 18 Nov 2014 20:30:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

N1warhead wrote on Tue, 18 November 2014 12:28Well at least you went to another engine, that helps.

But again however, I agree with everyone else.
I strongly believe if you want to lead a group of people
you have to know how to at least get stuff done at every organized level encase something wrong happens.

Why don't you just take the time to learn how to do everything your self?

It's a lot more rewarding to do it your self.

Not to mention you don't have to rely on otherwise lazy people to get stuff done because they are "Busy".

If they gonna be lazy, fire their a** and do it your self and wipe them out the credits. lol.

Well organization isn't really the hard part. I know how the team should be divided as far hierarchy goes, but members frequently leaving the team complicates the process.

I could have learned how to do all of these things before I left for college, but now that I'm here I simply don't have as much time anymore. I'm focusing my life toward my medical career and there's not much else I can do.

I believe that in time I will find enough dedicated people and actually be able divide the team into various branches and it should be relatively smooth sailing from there.

As it stands, however, I'm dedicating enough of my free-time to keep it alive, but I lack the resources to do much else.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [liquidv2](#) on Wed, 19 Nov 2014 00:51:59 GMT

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

i can safely conclude you're an overly successful troll - you got me good

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranz](#) on Wed, 19 Nov 2014 02:20:24 GMT

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

liquidv2 wrote on Tue, 18 November 2014 17:51i can safely conclude you're an overly successful troll - you got me good

I'm not following. You'll have to elaborate on that.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Thu, 20 Nov 2014 02:05:09 GMT

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

Here, try this:

This is a project I finished last month by myself and am currently developing into an animation to show at my company's booth at I/ITSEC in December. It wasn't even designed with Unreal in mind. In about a day worth of work, I imported my F-16 (that I modeled, unwrapped, painted, and

rigged) into UDK and set up a basic environment for it to fly around in.

If your team produced this kind of work, you wouldn't be getting shitty comments.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [liquidv2](#) on Thu, 20 Nov 2014 04:09:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

ACK your plane looks like shit
and by shit i mean god damn that's pretty
your planes is good - you want i wrught this, the Planes is Good

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Gen_Blacky](#) on Thu, 20 Nov 2014 05:29:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

The exhaust nozzle looks weird.
The base of the nozzle should be wider and beveled.
The nozzle should be beveled slightly and even more when flying.
Assuming you will fix the nozzle part with the animation.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 20 Nov 2014 05:32:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Wed, 19 November 2014 19:05Here, try this:

This is a project I finished last month by myself and am currently developing into an animation to show at my company's booth at I/ITSEC in December. It wasn't even designed with Unreal in mind. In about a day worth of work, I imported my F-16 (that I modeled, unwrapped, painted, and rigged) into UDK and set up a basic environment for it to fly around in.

If your team produced this kind of work, you wouldn't be getting shitty comments.

Nicely done. Your work impresses as is the norm.

However, it seems to me as though none of you fully understand the severity of my short-handedness with regard to 3D Artists and Texture Artists. Allow me to explain our current situation.

I have a 3D Artist who was working on the barracks but is currently away from his computer and is unable to work.

I have a second 3D Artist who was working on the Weapons Factory but is currently working for another team and is unable to work for us.

I have a third 3D Artist who was working on the Minigunner, but has been working very slowly and communicates infrequently.

I have a fourth 3D Artist who was working on the Nod Buggy but has been out of communication for some time.

I have a fifth 3D Artist who was working on the Service Depot but has been experiencing technical difficulties and is unable to work.

I have a Concept Artist that just finished the Guard Tower and has since moved on to the Advanced Communications Center.

I have a second Concept Artist that is currently working on the Stealth Tank.

I have a third Concept Artist that is currently working on the Medium Tank.

I have a fourth Concept Artist that is currently working on the Civilian.

I have a fifth Concept Artist that is currently working on the Flamethrower.

I have a sixth Concept Artist that is currently working on the Light Tank.

I have a Texture Artist that just finished the AT-4, but they were busy with life when I last contacted them and I haven't been able to contact them since.

I have a second Texture Artist that was going to work on the SAM Site, but is currently working for another team and is unable to work for us.

I have a Website Designer that is currently working on designs for our site's layout.

So our current manpower situation is as follows:

1 Somewhat-active 3D Artist.

1 Texture Artist.

6 Concept Artists.

1 Website Designer.

I have several Concept Artists, and I'm certainly glad to have them, but their work is understandably slow and regrettably pointless without any 3D Artists to make use of them.

And if some of our team members decide to leave (as they often do) then I will have to begin recruiting again and the cycle will more than likely repeat itself.

I'm not asking for your sympathy, I just want you to understand what I'm forced to work with.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Xpert](#) on Thu, 20 Nov 2014 05:56:06 GMT

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

I can't figure out who's more delusional when it comes to stupid mods; this guy or zunnie, because my goodness he's coming up on top pretty well.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [N1warhead](#) on Thu, 20 Nov 2014 09:17:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx -

Dude, quit counting on other people to do the dirty work.
This mod or whatever you want to call it will never be more than a couple images that have no use to anything. That barracks, needs A LOT of work, why is it such low quality when you're using "Unreal" Engine, didn't you know you can make Xbox One and PS4 Graphics with it?

Your models look almost PS1 quality, or whoever made them. Tell them to get better or they are *fired* because you need to either suck it up and do it your self or find A) someone who's really dedicated to it or B) Hire Someone, make a new name for game and sell it.

I don't understand these people that remake games on an engine that allows you to SELL your games, freaking get a crew together, make a game that plays like renegade and slap a new name on it and make bank.

Is it really that hard to understand?

Mods are almost useless now'a days when you got stuff like Unreal Engine, Unity3D, Cryengine that allow making games and selling them, mods were good back in the day as it could help land you a job.

But now that we have the said engines above, now you have to prove your self to the real world that you can do it from scratch, at least to a point.

I mean it's not really that hard man.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 20 Nov 2014 16:13:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reading doesn't seem to be a strongpoint for any of you, does it? I've addressed all of these things in previous posts and yet you continue to bring them up.

Allow me to address them again. PLEASE, take the time to actually read them.

- 1) The Barracks looks the way that it does because I mistakenly thought that 1024x1024 was the appropriate texture size when it was in fact combinations of 2048 and 4096. As I've said before, it will be corrected.
- 2) This is not a mod. It hasn't been a mod since September 22 of 2010. Please stop calling it a mod.
- 3) I do not plan on making this into a game that I can sell. This is meant to be a free game for

C&C fans and it is going to stay that way.

4) I assure you that our models are not the issue. The texture (or lack thereof in some instances) is to blame for the lackluster quality.

5) Stop telling me to learn how to model and texture. I am dedicating the majority of my time to my college studies. My future medical career is far more important to me than this project.

I believe that covers most of everything. Hopefully we can move on.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Xpert](#) on Thu, 20 Nov 2014 20:16:19 GMT

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

Bfranx wrote on Thu, 20 November 2014 11:13

5) Stop telling me to learn how to model and texture. I am dedicating the majority of my time to my college studies. My future medical career is far more important to me than this project.

Then stop working on it and dump it you fucking delusional retard. For someone who studies for something in the medical area, you lack fucking common sense.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [N1warhead](#) on Thu, 20 Nov 2014 21:21:55 GMT

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

Bfranx wrote on Thu, 20 November 2014 09:13 Reading doesn't seem to be a strongpoint for any of you, does it? I've addressed all of these things in previous posts and yet you continue to bring them up.

Allow me to address them again. PLEASE, take the time to actually read them.

1) The Barracks looks the way that it does because I mistakenly thought that 1024x1024 was the appropriate texture size when it was in fact combinations of 2048 and 4096. As I've said before, it will be corrected.

2) This is not a mod. It hasn't been a mod since September 22 of 2010. Please stop calling it a mod.

3) I do not plan on making this into a game that I can sell. This is meant to be a free game for C&C fans and it is going to stay that way.

4) I assure you that our models are not the issue. The texture (or lack thereof in some instances) is to blame for the lackluster quality.

5) Stop telling me to learn how to model and texture. I am dedicating the majority of my time to my college studies. My future medical career is far more important to me than this project.

I believe that covers most of everything. Hopefully we can move on.

The texture size has almost nothing to do with it, it might show a bit more *Textured* detail, but I

don't see any Shaders on it other than Diffuse, I don't see any normal maps, displacement maps, or vector displacement maps (if Unreal supports) them.

All you have is like a 50 poly barracks.
(figure of speech).

With Unreal you can substitute more polys than you could 10 years ago. Therefore add a lot more detail to your stuff.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 21 Nov 2014 18:39:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Xpert wrote on Thu, 20 November 2014 13:16Bfranx wrote on Thu, 20 November 2014 11:13
5) Stop telling me to learn how to model and texture. I am dedicating the majority of my time to my college studies. My future medical career is far more important to me than this project.

Then stop working on it and dump it you fucking delusional retard. For someone who studies for something in the medical area, you lack fucking common sense.

Ah, another one of these posts, lovely.

It seems to me as though you believe that I'm wasting my life on this project, when in reality I'm dedicating a surprisingly small amount of time to it.

It takes less than an hour to contact everyone and make sure that everything is going smoothly. If something isn't going smoothly, it make take up to a half an hour to get everything sorted out.

If this project is something that I want to see to completion, and I can contribute to it without wasting a large majority of my time, then why not contribute to it?

I fail to see how I am a "delusional retard" in this situation. Your inane comments only serve to demonstrate your lack of vocabulary and fail to add any sense of legitimacy to your argument.

N1warhead wrote on Thu, 20 November 2014 14:21Bfranx wrote on Thu, 20 November 2014 09:13Reading doesn't seem to be a strongpoint for any of you, does it? I've addressed all of these things in previous posts and yet you continue to bring them up.

Allow me to address them again. PLEASE, take the time to actually read them.

1) The Barracks looks the way that it does because I mistakenly thought that 1024x1024 was the appropriate texture size when it was in fact combinations of 2048 and 4096. As I've said before, it will be corrected.

2) This is not a mod. It hasn't been a mod since September 22 of 2010. Please stop calling it a mod.

3) I do not plan on making this into a game that I can sell. This is meant to be a free game for C&C fans and it is going to stay that way.

- 4) I assure you that our models are not the issue. The texture (or lack thereof in some instances) is to blame for the lackluster quality.
- 5) Stop telling me to learn how to model and texture. I am dedicating the majority of my time to my college studies. My future medical career is far more important to me than this project.

I believe that covers most of everything. Hopefully we can move on.

The texture size has almost nothing to do with it, it might show a bit more *Textured* detail, but I don't see any Shaders on it other than Diffuse, I don't see any normal maps, displacement maps, or vector displacement maps (if Unreal supports) them.

All you have is like a 50 poly barracks.
(figure of speech).

With Unreal you can substitute more polys than you could 10 years ago. Therefore add a lot more detail to your stuff.

Well the render I posted was a WIP. The Texture Artist who was working on it left the team, and I wanted to get a fresh perspective from an outside source before picking it up again.

The polycount is one issue on the list of changes that I have planned for this model, and I plan to address all of those changes when the 3D Artist working on it finally gets back.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Sat, 22 Nov 2014 01:27:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

At this point I'm convinced that you're trolling. You can't seriously be this obtuse

Subject: Re: Tiberian Dawn: The First Strike
Posted by [N1warhead](#) on Sat, 22 Nov 2014 04:25:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

I believe you are correct ACK.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [liquidv2](#) on Sat, 22 Nov 2014 23:39:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

you've reached the same conclusion i have

Subject: Re: Tiberian Dawn: The First Strike

Posted by [Jerad2142](#) on Sun, 23 Nov 2014 10:07:08 GMT

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

Xpert wrote on Thu, 20 November 2014 13:16Bfranx wrote on Thu, 20 November 2014 11:13
5) Stop telling me to learn how to model and texture. I am dedicating the majority of my time to my college studies. My future medical career is far more important to me than this project.

Then stop working on it and dump it you fucking delusional retard. For someone who studies for something in the medical area, you lack fucking common sense.

Hate to burst your bubble, but a lot of doctors lack tons of common sense; hell sometimes they can't even read a chart and see that you already had an MRI or whatever for the issue your coming in for.

Subject: Re: Tiberian Dawn: The First Strike

Posted by [OuTSMoKE](#) on Thu, 27 Nov 2014 12:59:16 GMT

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

I've had a change of heart, the models look awesome, I can't wait to play this. Let me know if you need help man I can contribute a bunch to get this project moving!

Just kidding, you should still scrap this garbage.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [N1warhead](#) on Sat, 29 Nov 2014 12:57:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

OuTSMoKE wrote on Thu, 27 November 2014 05:59I've had a change of heart, the models look awesome, I can't wait to play this. Let me know if you need help man I can contribute a bunch to get this project moving!

Just kidding, you should still scrap this garbage.

Hahahaha wow, I was like where's the pics at first figured my net didn't load them, then I saw what you posted on the bottom LMAO hahaahahah. That's funny.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Sun, 14 Dec 2014 04:23:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now that finals are over I can get back to my normal routine, which includes checking on threads that I've posted for this project.

Because there are so many posts that are basically saying the same thing, I won't bother quoting them.

I feel as though we've reached an impasse, and although I have tried to overcome it I don't believe it's possible. I'm not entirely sure why none of you can see things from my perspective, and I imagine that you're not entirely sure why I'm still contributing time to this project.

Furthermore, it seems to me as though everyone on these forums with any skill related to video game development has already voiced their opinion on this project, and since it is resoundingly negative I have decided to stop posting on these forums altogether.

We may disagree on whether or not I'm wasting my time by contributing it to this project, but I think we can all agree that I'm wasting my time by trying to recruit any talent for said project on these forums.

I would appreciate it if someone would either lock or delete this thread, and I ask that my account be removed as well.

I hope that at least some of you will continue to check in on any progress that we make, and possibly contribute to this project in the future.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [OuTSMoKE](#) on Mon, 15 Dec 2014 23:29:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Sat, 13 December 2014 21:23Now that finals are over I can get back to my normal routine, which includes checking on threads that I've posted for this project.

Because there are so many posts that are basically saying the same thing, I won't bother quoting them.

I feel as though we've reached an impasse, and although I have tried to overcome it I don't believe it's possible. I'm not entirely sure why none of you can see things from my perspective, and I imagine that you're not entirely sure why I'm still contributing time to this project.

Furthermore, it seems to me as though everyone on these forums with any skill related to video game development has already voiced their opinion on this project, and since it is resoundingly negative I have decided to stop posting on these forums altogether.

We may disagree on whether or not I'm wasting my time by contributing it to this project, but I think we can all agree that I'm wasting my time by trying to recruit any talent for said project on these forums.

I would appreciate it if someone would either lock or delete this thread, and I ask that my account be removed as well.

I hope that at least some of you will continue to check in on any progress that we make, and possibly contribute to this project in the future.

RAAAAAAAAAAAAAAGE!

Subject: Re: Tiberian Dawn: The First Strike
Posted by [N1warhead](#) on Thu, 18 Dec 2014 22:55:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bfranx wrote on Sat, 13 December 2014 21:23Now that finals are over I can get back to my normal routine, which includes checking on threads that I've posted for this project.

Because there are so many posts that are basically saying the same thing, I won't bother quoting them.

I feel as though we've reached an impasse, and although I have tried to overcome it I don't believe it's possible. I'm not entirely sure why none of you can see things from my perspective, and I imagine that you're not entirely sure why I'm still contributing time to this project.

Furthermore, it seems to me as though everyone on these forums with any skill related to video game development has already voiced their opinion on this project, and since it is resoundingly

negative I have decided to stop posting on these forums altogether.

We may disagree on whether or not I'm wasting my time by contributing it to this project, but I think we can all agree that I'm wasting my time by trying to recruit any talent for said project on these forums.

I would appreciate it if someone would either lock or delete this thread, and I ask that my account be removed as well.

I hope that at least some of you will continue to check in on any progress that we make, and possibly contribute to this project in the future.

Awww poor thing, did we hurt your feelwins? lol.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Sat, 31 Jan 2015 04:04:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

So he basically just kept doing the same thing over and over in a different forum. The work is still years behind anything comparable. I feel like I wasted a lot of my time giving him advice back in 2011. Read the first few pages to see what I mean.

Subject: Re: Tiberian Dawn: The First Strike
Posted by [Agent](#) on Thu, 12 Feb 2015 02:46:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was so looking forward to playing this; I was going to buy an Oculus just for it!

Also: Your link in the original post to "firestormproductions.org" no longer works.