
Subject: Re: CNC Reborn Update: Lightmaps
Posted by [htmlgod](#) on Wed, 16 Nov 2005 16:45:31 GMT
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I wonder if Aircraftkiller will ever be able to accept that Reborn has produced superior graphical quality on the w3d engine than he can produce on the same scale for BF2 [note that I wouldn't say on the BF2 engine, since he's yet to get anything in-game], or in high-definition renders with 3DSM, or even that he ever produced in his many years working with W3D.

Bottom line is, Reborn, when released, will probably have far better graphics than Renalert produced for Renegade or even in most of their 3D Studio Max Renders for RA:APB productions. I guess, Aircraftkiller, that your whole approach of 'I'm not gonna put detail on this replica of a poorly-made early 90's design if it wasn't put there by the original creator' hasn't really paid off. But even if Reborn had far inferior graphics, they still show more relative and appealing progress than Aircraftkiller's never-ending acid trip which is so undeservingly called a "modification" for a game to which they've made no apparent modifications - only random 'artistic' creations about as relevant to BF2 as a street painter's work is to a museum's fine art collection, as they are yet to implement ANYTHING. In any case, lets review the two mods' updates over the last 3 months, for an analysis of productivity and artistic merit:

Reborn's updates over the last 3 months:

1. The implementation of lightmaps - a beautiful innovation which greatly improves the overall graphical quality of W3D Renders
2. New GDI Helipad - artistic, realistic, and accurate model and texture
3. New GDI Barracks - artistic, realistic, and accurate model and texture
4. New GDI Base walls - artistic, practical, and accurate model and texture
5. New Nod Advanced Powerplant - artistic, realistic, and accurate model and texture
6. New Nod Weapons Factory - artistic, realistic, and accurate model and texture
7. New wall paper and assorted PT icons - innovative and good-looking model and texture
8. New GDI Power Plant - artistic, realistic, and accurate model and texture

[Note, when I say Realstic, I refer to the model proportions and general physical attributes, and I mean realistic with reference to the theme, the fictional Tiberian Sun universe in this case. If Reborn's productions were realistic with reference to the real world today, it would not be much of a TS mod.]

RenAlert: APB's 'Updates' over the last 3 Months

1. "Inactive" - an excuse for why Aircraftkiller hasn't gotten anything done lately
2. Allied wallpaper - a fairly well-made wallpaper, which is of no real significance to the release of the mod, and which Aircraftkiller, reaching a new level of unprofessional and dishonorable action, tries to make money off of by linking to [aircraftkiller.deviantart.com/store](#) in his original post
3. Staff update: consultant - Renalert announces that they've hired someone who will give advice on APB's creations.... if they ever make any
4. "Status update" - Aircraftkiller announces that there is no news, but that there will be soon. Can't wait.
5. Soviet Yak - A well-modeled, aesthetically pleasing, and realistic recreation of the Soviet Yak as it appears in Red Alert. It's very nice, but it's not much of a step towards the completion of RA:APB, especially not for being the only artistic creation relevant to the release of the mod in about 3 months.

6. "Life Update: Engagement" - Aircraftkiller announces to the world that he's getting engaged. We're still trying to figure out how this ties into "Modification Updates," the forum section where it was posted. In any case, Aircraftkiller makes more excuses for the fact that he's not getting a whole lot done.
7. Graphic Update - Official Logo: It's pretty, and it certainly fits the Red Alert theme and logo design trends, but, uh, did you really need to spend that much time making the logo for the mod, if you're so far from release, and have so many artistic creations for the playable mod to be left?

Basically, my point is this: Although I have much respect for Aircraftkiller and his artistic ability, as well as for his productions for the W3D engine, it seems like RA:APB is dead in the water. Aircraftkiller says that he has little free time - a condition which is perhaps beyond his control, and indeed unfortunate for RA:APB, but should someone with no free time really be the executive producer for a total conversion modification? And, to make matters worse, Aircraftkiller wastes many of the few free hours that he does have available to spend on RA:APB posting in forums to aggravate the never-ending RenAlert-Reborn conflict, creating artistic productions which are pretty but of no significance to the release of his modification, and announcing to his many fans that he has nothing to announce.

Reborn was once a very poorly-made mod. We'll never forget that first release; the collisionless Refinery on that one map, driving vehicles around inside of buildings, the MCT that was a sound-sync board, and the high-resolution textures which were often largely devoid of realistic detail, etc. However, Reborn has come a long way, and they're on the verge of a new release whose quality will far surpass that of their prior release, and probably that of any modification yet released for Renegade. Yes, it's true that they're yet to release, but can we really doubt that they will, given their day-to-day productivity and progress towards completion? It's time to let go, Aircraftkiller. They've won this round. Your childish posts on this forum, I read them and your words seem hopelessly reminiscent of childhood bouts, with your accusations shown frivolous and silly, and your ultimate assault no more meaningful than a playground chant of "nya na nya na nya nya!"

I mean, seriously. First you accuse Exdeath of posting renders which are not in fact W3D Renders. To make matters worse, you instruct Reborn to "Get work in-game" - a piece of advice which would be infinitely more fitting if given to you rather than Reborn. Then, when they show that the renders were definitely W3D, you say that Exdeath took advantage of his hardware to make the W3D Renders; you accuse him of "sight-of-hand" to somehow fool people into thinking that Reborn had better graphics than they do in fact have. And now, when all your arguments about the renders and graphical quality have been broken down, and it's apparent that Reborn's innovation in the W3D engine far surpasses your own, and that their artistic quality is far superior to your productions for Renegade, in the countless hours you spent modifying Renegade since the day it was released, you're seemingly saying, 'Well, even if you do have better quality than I ever thought to imagine possible for W3D, you've still only got it for one building!! Hahaha, outwitted again!' Grow up, Aircraftkiller. Let it go!
