
Subject: Re: Renegade X - Progress Update
Posted by [Chuck Norris](#) on Mon, 24 Nov 2008 07:04:16 GMT
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Nice! Islands looks SO awesome (Renegade meets Crysis!), although, as good as they look, I think the Unreal Tournament III-esque tunnels are WAY out of place and don't belong. I also think the airstrip seems very bland and sub-par compared to the rest. The lights are missing from it down the side, which was a nice touch on the original.

Edit: I also think the cannon closest to the one you used is slightly better. I don't like the extra Grey things along the barrel (there's too many), but the part on the end looks better, so more of a cross between them would look really sweet.
