Oblivion165 wrote on Fri, 20 November 2009 12:22I think the only way to save C&C would to put it on the Company of Heroes Engine and let the Renegade (SAGE/RAGE) engine die. I hate the new Toon' look of the games since Red Alert 2 and the direction it's been taken ever since then.

Think how bad ass the next Red Alert would of been with realistic graphics on a modern engine. IE:

Now add Tesla Coils and your all set.
I actually like C&C4's look. C&C3 was shit as I couldn't fucking tell what unit was what (they did the graphics horribly there... I don't mean they had low res textures or low poly models, I mean they hardly put effort into diversifying the units to make them easier to recognize). RA3 was, yeah, a little too cartoony sometimes, but it was still better than C&C3 IMO.

I actually find it kind of funny, 99% of the C&C community bitches and moans and complains about how gameplay takes priority over graphics... yet 99% bitch about how "OMG CARTOONY AND LAME" RA3 looks. What the fuck?