Posted by Jerad2142 on Sat, 26 Mar 2011 03:57:11 GMT
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As stated, Blazea and I have begun looking for new people to work on a new project we've begun working on; further details about project well be giving out upon acceptance but you can go ahead and assume it is going to beRp2 related. We're after people who have skill in the following area(s):
*3D Modeler - Can make reasonably detailed buildings, trees, or other in RenX.
*Texturer – If you are able to make good textures, hop aboard!
*UNWrapper – If you have skill at Unwrapping there is a spot for you.
 *Leveledit Peon - don't volunteer for this or else you'll get stuck with the task of placing and naming thousands of AI points when the time comes, or equally dry work.
*Standalone - Anyone that knows how to/would be willing to assist this new project in becoming a standalone game (not having to use the renegade engine at all) is welcome to help (I'm sure I could figure out how to do it but my plate is plenty full at the moment).
*Shaders - I've wanted to do some HUD modifications with shaders.dll for quite a while to display addition info (like scuba tank air ect) to the players, however I've been too busy to get it done.
*Other  - Never know, maybe you have some skill that you can convince me would be useful enough to deal with another person besides blazea lol.

Being a member of Rp2 team has many benefits like.... Ummmm.... You get to be part of one of the few mods that actually releases on occasion, and you get to partake in the alpha tests... Oh! And you will get your name somewhere in the game!

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I put a fair amount of time into making Rp2 ready to become a standalone project today (pictures of progress below). Now all we need to do if figure out who to ask in EA to be allowed to make it a total conversion release (and some touchups/fine tuning for the ui and so forth, but I've got some people that'll work on it so it'll all be good).
Pictures of RP2's current standalone progress
Icons:

Configure Tool:

Main Menu: