Subject: Renegade: A New Hope Update
Posted by htmlgod on Wed, 20 Apr 2005 10:22:54 GMT
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Exdeath has just finished texturing his latest creation for our Renegade to Starwars total conversion. This is the Imperial Barracks. It supplies advanced infantry to the Imperial team unless/until it is destroyed. This building was modeled by SuperFlyingEngie and textured by Exdeath.

Visit http://www.SWMOD.com for more updates and information.

Subject: Renegade: A New Hope Update
Posted by Naamloos on Wed, 20 Apr 2005 10:55:53 GMT
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Looks nice. I don't really like the dark textures everywhere but that's just star wars i suppose.

Subject: Renegade: A New Hope Update
Posted by SuperFlyingEngi on Wed, 20 Apr 2005 11:43:49 GMT
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Shnazzy.

Subject: Renegade: A New Hope Update
Posted by Majiin Vegeta on Wed, 20 Apr 2005 13:17:47 GMT
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looks good

Subject: Renegade: A New Hope Update
Posted by Chronojam on Wed, 20 Apr 2005 13:27:57 GMT
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I want to play this.

Did you ever adjust the PCTs?

Subject: Renegade: A New Hope Update
Posted by Hav0c on Wed, 20 Apr 2005 15:47:18 GMT
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Nice job looking forward to the release. How far along is ANH?

Subject: Renegade: A New Hope Update
Posted by Spice on Wed, 20 Apr 2005 17:13:47 GMT
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ChronojamI want to play this.

Did you ever adjust the PCTs?

Hint* Hint* htmlgod!

Subject: Renegade: A New Hope Update
Posted by Jecht on Wed, 20 Apr 2005 18:24:21 GMT
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those pictures tickle my pickle.

Subject: Renegade: A New Hope Update
Posted by jd422032101 on Wed, 20 Apr 2005 20:01:44 GMT
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I like it good job.

Subject: Renegade: A New Hope Update
Posted by idebo on Wed, 20 Apr 2005 20:50:42 GMT
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Looks pretty thight!

Subject: Renegade: A New Hope Update
Posted by M1Garand8 on Thu, 21 Apr 2005 00:24:53 GMT
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Looks nice but it looks like it's for some anime done by computers. =x

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Subject: Renegade: A New Hope Update
Posted by IRON FART on Thu, 21 Apr 2005 00:42:15 GMT
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You should try to light those renders a bit. It's really hard to see any detail.

Subject: Renegade: A New Hope Update
Posted by htmlgod on Thu, 21 Apr 2005 01:20:54 GMT
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No one else had trouble seeing the details. Turn up your gamma and/or brightness.

Subject: Renegade: A New Hope Update
Posted by IRON FART on Thu, 21 Apr 2005 01:56:21 GMT
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Ok that fixed it. But now you can see my computer from space.

Subject: Renegade: A New Hope Update
Posted by Oblivion165 on Thu, 21 Apr 2005 19:36:28 GMT
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Man i wish you guys would let me in on that mod.

EDIT: So much stuff i could do!

Subject: Renegade: A New Hope Update
Posted by htmlgod on Fri, 22 Apr 2005 03:34:16 GMT
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You seem a bit unfocused. You've started 2 mod projects that I know of (and possibly others that I don't know of), but have made no good release, and joined our team once for almost long enough to complete zero projects and be promptly fired for your inactivity. A good modder is not only talented, but very focused on the project at hand.

Subject: Renegade: A New Hope Update
Posted by Oblivion165 on Fri, 22 Apr 2005 03:48:17 GMT
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htmlgodYou seem a bit unfocused. You've started 2 mod projects that I know of (and possibly others that I don't know of), but have made no good release, and joined our team once for almost long enough to complete zero projects and be promptly fired for your inactivity. A good modder is not only talented, but very focused on the project at hand.

Yeah your probably right, i would do one building and get bored

Though i did complete two maps for your mod, waiting for the release.

EDIT: oh and about those mods, if i had a team it would of went somewhere im sure. I always get the guys who say "Yeah i can help!" then they ask me what game its going to run on. Pfft.

Subject: Renegade: A New Hope Update
Posted by htmlgod on Fri, 22 Apr 2005 12:27:56 GMT
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But you see, the only way to earn the loyalty and trust of a team is to demonstrate that you're determined to finish the project, no matter what it takes. If you've started and bailed on a lot of projects, or if you haven't put loads of time into a project already, no one is going to believe that you've got the dedication necessary to finish a mod, and no one will join you. I worked alone for several months making crappy tie fighters and weapon models (All of which were ultimately replaced, as I was new to modeling when they were made) before I was able to recruit anyone.

Subject: Renegade: A New Hope Update
Posted by Oblivion165 on Fri, 22 Apr 2005 16:38:35 GMT
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htmlgodBut you see, the only way to earn the loyalty and trust of a team is to demonstrate that you're determined to finish the project, no matter what it takes. If you've started and bailed on a lot of projects, or if you haven't put loads of time into a project already, no one is going to believe that you've got the dedication necessary to finish a mod, and no one will join you. I worked alone for several months making crappy tie fighters and weapon models (All of which were ultimately replaced, as I was new to modeling when they were made) before I was able to recruit anyone.

Oh i agree completely.