Subject: Red alert2:Apocaypse Rising TC mod (help wanted)
Posted by LONE GUNNER3 on Fri, 07 Apr 2006 23:37:17 GMT
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RA2:AR is a mod that aims to convert C&C Renegade into C&C Red alert 2. The Allied and Soviet sides will be fully recreated in all of their glory, as close as possible to their 2d counterparts.

Presently we will not be attempting to include Yuri as an extra side purely because mind control is nearly impossible to do on the w3d engine.

We are in fact the CnC Untold team with a few additions. We scrapped that mod due to the general community reaction so heres are new production. We have had a lot of models donated tto us from other dead projects such as [NE]Fobby[GEN]'s Renegade Revived, Sven's Verge Of Armageddon mod and we are hoping to revive some of the RA2 Vengeance stuff as well.

We need a texture artist and UVW mapper, we now have unwrap artists and basic texture artists now all we need is somebody to colour the maps and get our tanks and buildings finished, position is open and we dont expect you to work excessive ammounts of time, just to do what you can

If you think you can do these jobs or think you can be a great help,you can contact cfehunter at cfehunter@aol.com

Or you can contact One Winged Angel at vanguardben@tiscali.co.uk

We need all the help we can get.Even if it is doing a few things here and there   .

credit for these pics go to:

Renardin, AvroAero-Vengeance assets
Sloth,[NE]Fobby[GEN]-Renegade revived assets
Svensmokavich-Verge Of Armageddon assets

Subject: Re: Red alert2:Apocaypse Rising TC mod (help wanted)
Posted by Feetseek on Fri, 07 Apr 2006 23:40:05 GMT
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Wow. Looks nice an new.   The missle on the V8(i haven't played RA in a long time) looks... like an octogonal prism.

Subject: Re: Red alert2:Apocaypse Rising TC mod (help wanted)
Posted by LONE GUNNER3 on Sat, 08 Apr 2006 01:00:35 GMT
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I agree on that,but remember that this mod is still young,and it progress is being held back beacouse we need help.Even if you don't think you would get the part,don't worry about it .We need all the help we can get.

Subject: Re: Red alert2:Apocaypse Rising TC mod (help wanted)
Posted by Feetseek on Sat, 08 Apr 2006 01:29:58 GMT
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So if there a flak cannon, will there be copters and harriers??

just wondering

Subject: Re: Red alert2:Apocaypse Rising TC mod (help wanted)
Posted by LONE GUNNER3 on Sat, 08 Apr 2006 01:35:51 GMT
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As far as I know yes.The team is doing there best,and so far most things can be done.

If you want to know more,or you would like to talk about the mod you can talk about it on the forums .And becouse the mod it still young (and a few small problems) the main page is still not up.

http://www.apocrising.blazemods.com/Forums/index.php?

Subject: Re: Red alert2:Apocaypse Rising TC mod (help wanted)
Posted by JeepRubi on Sat, 08 Apr 2006 01:57:13 GMT
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Looks nice but... on the wf the top thingy looks EXACTLY like the one on top of the nod airtower and the floor has the gdi symbol on it.

Subject: Re: Red alert2:Apocaypse Rising TC mod (help wanted)
Posted by LONE GUNNER3 on Sat, 08 Apr 2006 04:10:42 GMT
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Well they are dontations from the mods that have faild .When the jobs are fulfilled,then the team can fix smaller things like the GDI sign up.But untill then progress will be alot slower,that gos for fixing smaller things up.

Subject: Re: Red alert2:Apocaypse Rising TC mod (help wanted)
Posted by PlastoJoe on Sat, 08 Apr 2006 05:38:57 GMT
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I wish I had programming experience, cause I would totally help with this if I could. RA2 is a great game and I would love to have this in addition to RA:APB. Let us know when you guys get your main site up!

Subject: Re: Red alert2:Apocaypse Rising TC mod (help wanted)
Posted by LONE GUNNER3 on Sat, 08 Apr 2006 06:05:05 GMT
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Don't worry,I will keep you people up to date as much as I can .

Subject: Re: Red alert2:Apocaypse Rising TC mod (help wanted)
Posted by YSLMuffins on Sun, 09 Apr 2006 04:50:44 GMT
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Ooooh, the Allied War factory was always my favorite building.

Subject: Re: Red alert2:Apocaypse Rising TC mod (help wanted)
Posted by LONE GUNNER3 on Sun, 09 Apr 2006 21:25:54 GMT
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Great news everyone.I have Emailed 3 people that can very well boost our mod.All three Emailed One Winged Angel back and want to join the team,and that is very good news.The three jobs that have been filled are:

.texture artist

.level edit (was not really on the list for the jobs we need but I think hes getting the job anyway >.<)

.and an unwrapper

But do not worry,we still need someone who can UVW map and a few more texture artists and more unwrappers.So if you can do these jobs please contact cfehunter or One Winged Angel.

cfehunter:cfehunter@aol.com

One Winged Angel:vanguardben@tiscali.co.uk