It is with great dismay and sadness I post the following from Dante's Dev blog at Renevo:

 http://renevo.com/blogs/community_blogs/archive/2008/06/20/r-i-p-command-crysis-the-dead-six.aspx

"Figuratively speaking, the Dead Six has almost always been a mod of dead activity. Early back in the humble beginnings of the mod, it was planned as an expansion to the Single Player campaign for C&C Renegade that would allow you to play more with the characters somewhat introduced in the last half of the game. First called "Renegade X".

The Dead Six has literally moved through 4 game engines, and has little to show except a huge chunk of programming done on those 4 game engines, some concept art, and a handful of models made for those different engines. W3D engine, Source Engine, CryEngine 1, and finally CryEngine 2.

I would like to take the time to thank everyone that ever supported the mod, as well as any past members of the mod. It was my honor to work with you all and have you help me try to make a game that only lived in my head. I blame no one but myself for the failure of this mod, and I expect to hear all of the banters of "i told you so" and "and?" responses across anywhere this may be posted.

If I was to give one piece of advice to anyone wanting to start a new mod, especially a Total Conversion, be sure you know what you are getting into, what you want to make, and make lots of notes on what you want, because not everyone can read your mind. This will help you share your vision with the communities, and specifically, with anyone crazy enough to join you on that trip of making a very selfish game based on your ideas.

RenEvo is not going anywhere, I still plan on keeping it up for support of Wiisis and other old projects, as well as my programming blog, but currently there are no big projects that need to be announced from RenEvo.

The source code for the project as well as the resources for the mod will most likely be released (all versions we still have) at a later date, for people to play around with.

Again, thanks to everyone who ever helped or supported this mod and my vain attempt at making "my" perfect game.

Published Friday, June 20, 2008 4:12 PM by Dante"

So it falls to me to fulfill my last duty to Dead 6:
Our D6 Development forum is down and this final chapter in a shared dream comes to a close.

Thank you to everyone who ever supported us, or shared our dream and was patient enough to wait along with us.

Thanks,

KIRBY098

Subject: Re: Dead 6 - Renevo Announcement
Posted by [NE]Fobby[GEN] on Mon, 23 Jun 2008 15:20:39 GMT
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Read about this a few days ago. It's a shame this project was put to the dust, I've been following it for four years now, but then the updates started getting less and less frequent.

I wish Renevo the best of luck for any future and current projects it will be involved in.

Subject: Re: Dead 6 - Renevo Announcement
Posted by trooprm02 on Mon, 23 Jun 2008 16:26:41 GMT
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Most of us probably didn't even really know what it was about (all I knew was the Far Cry part), but any "death" of a renegade mod is not good news. Though, I remember renevo way back when, when their forums were used for those old ren tools and stuff they released, times have changed I guess.

Subject: Re: Dead 6 - Renevo Announcement
Posted by KIRBY-098 on Mon, 23 Jun 2008 16:55:14 GMT
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For all the noise of "farcry this" and "crysis that", we were simply this:

A mod designed to explain the backstory of the Dead 6 you know from Renegade, while bringing Renegade to an engine that was more dynamic and robust.

Plans were for us to have a fully functioning MP and SP experience. At the time of cancellation we had most code for MP implemented, and the SP story was a composite work between Myself, Cyper and Dante which was approved for use by EA against the IP rights.

Subject: Re: Dead 6 - Renevo Announcement
Posted by warranto on Mon, 23 Jun 2008 16:57:46 GMT
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If it's EA approved, why not see if they are willing to purchase the products as is with the view of finishing and distributing it themselves?

Subject: Re: Dead 6 - Renevo Announcement
Posted by KIRBY-098 on Mon, 23 Jun 2008 17:10:40 GMT
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warranto wrote on Mon, 23 June 2008 11:57If it's EA approved, why not see if they are willing to purchase the products as is with the view of finishing and distributing it themselves?

We tried to interweave elements of the RA universe into the story (we are and always have been hardcore C&C fans and believe firmly that Westwood's inclusion of Kane in the ending sequences of RA were meant to link the two universes), and with EAs current policy of RA not being linked to the Tiberian universe it is highly unlikely they will want it.

I am STILL waiting on my employment offer for writer APOC...

Subject: Re: Dead 6 - Renevo Announcement
Posted by warranto on Mon, 23 Jun 2008 17:19:44 GMT
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Well, if THATs all it will take, I'm sure they can rewrite things or gloss over them... or even confuse everyone by leaving them in as "easter eggs" or sorts. Not specifically tied to the story, but hints of them throughout the campaign maps themselves. NPC units in the maps with names, or something like that.

Subject: Re: Dead 6 - Renevo Announcement
Posted by KIRBY-098 on Mon, 23 Jun 2008 17:37:48 GMT
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I really don't know to tell you the truth.

It's really up to Dante to figure out how to part out our assets. Renevo has traditionally shared assets as freeware (it's one of the reasons renevo was started. We believe in making it readily available and have just released flowgraph plugins as an example) but stories don't really fall into that category. And with the story being a three author composite (Tom did concepts and initial background dev, Cypher wrote about 40% and I did the other 60% based off those concepts) it complicates it further.

My recommendation would be for EA to hire me as a full time writer for the c&c universe and I will make it all better.

I've been here since the beginning (I bought the DOS demo disk 22 years ago and have been

playing ever since) so think on it APOC!

Seriously though, they have their writers and vision already set. While I'd love to see my work be part of the universe, I don't see it happening anytime soon. My guess is the plot development will stay secret and in Tom's vault for future possibilities once his life slows down.

Subject: Re: Dead 6 - Renevo Announcement
Posted by Majiin Vegeta on Mon, 23 Jun 2008 18:23:12 GMT
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It's sad that this project is not going to be finished

Subject: Re: Dead 6 - Renevo Announcement
Posted by warranto on Mon, 23 Jun 2008 18:44:28 GMT
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KIRBY-098 wrote on Mon, 23 June 2008 11:37I really don't know to tell you the truth.

It's really up to Dante to figure out how to part out our assets. Renevo has traditionally shared assets as freeware (it's one of the reasons renevo was started. We believe in making it readily available and have just released flowgraph plugins as an example) but stories don't really fall into that category. And with the story being a three author composite (Tom did concepts and initial background dev, Cypher wrote about 40% and I did the other 60% based off those concepts) it complicates it further.

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Seriously though, they have their writers and vision already set. While I'd love to see my work be part of the universe, I don't see it happening anytime soon. My guess is the plot development will stay secret and in Tom's vault for future possibilities once his life slows down.

I can see it already...

Newest FPS (RPG?) game of the year! Gone gold months before its release!

Command and Conquer: The Scorpion's tail

Subject: Re: Dead 6 - Renevo Announcement
Posted by Aircraftkiller on Mon, 23 Jun 2008 21:14:14 GMT
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Well, it wasn't like anything really got done, so it's not much of a loss. Dante's right, it does take a lot of time and energy to get a TC finished. It doesn't help to bounce around engines (realized this, doing this twice myself) and making no public progress is also not a good sign.

If you guys work on something else in the future, good luck with it. At least you had fun, right?

Subject: Re: Dead 6 - Renevo Announcement
Posted by KIRBY-098 on Tue, 24 Jun 2008 15:54:08 GMT
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Aircraftkiller wrote on Mon, 23 June 2008 16:14Well, it wasn't like anything really got done, so it's not much of a loss. Dante's right, it does take a lot of time and energy to get a TC finished. It doesn't help to bounce around engines (realized this, doing this twice myself) and making no public progress is also not a good sign.

If you guys work on something else in the future, good luck with it. At least you had fun, right?

You know, it was a ton of fun to be honest. I still think it's a viable and "needed" concept to see completion. Finding a platform and development team to bring the vision to fruition is another thing entirely...

If I had it to do over with the same guys I'd definately start with completed flowcharts, SP mission timelines with asset needs, references and descriptions complete as well as a solid PR department and concrete deliverable timeline that was answerable to only a core group of leaders prior to even asking artists to come aboard. All that foundational work needs to be in place long before you ask a group of free spirited artists to do work for you.

Another lesson we learned is that security levels are needed for a group like this where teen males are prone to wipe data or release proprietary data because they get mad at mom for grounding them. While we had all assets backed up, it's still a pain to re-migrate the assets over and if you don't back up daily you can be set back a week.

Lessons learned.

Subject: Re: Dead 6 - Renevo Announcement
Posted by Aircraftkiller on Tue, 24 Jun 2008 16:15:38 GMT
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Yeah, that definitely is a pain in the ass. Didn't you say you were going into game design at full

sail? This experience should help you a lot. I know my own experience has made me stand out at Ai, more to the point that I get bugged for help so much that I try to find time to get my own work done.

If you're at FS, you should meet me sometime. I think the campus is in Winter Park, should be off I-4. I'll be heading your way tonight, I've got a flight to Pennsylvania until the 5th.

Subject: Re: Dead 6 - Renevo Announcement
Posted by KIRBY-098 on Tue, 24 Jun 2008 21:32:04 GMT
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I've finished my time at FS and moved on from Florida, but good luck in PA.

It's perhaps one of my least favorite states other than Conneticut, but then again I still have 47 more states to live in before I kick the bucket.

Subject: Re: Dead 6 - Renevo Announcement
Posted by Speedy059 on Tue, 24 Jun 2008 22:07:16 GMT
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I like Dante a lot, but was there anything that he started for Renegade that was completed? I know he completed some very useful tools, but what about those mods?

Subject: Re: Dead 6 - Renevo Announcement
Posted by Muad Dib15 on Wed, 25 Jun 2008 03:02:51 GMT
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Speedy059 wrote on Tue, 24 June 2008 17:07I like Dante a lot, but was there anything that he started for Renegade that was completed? I know he completed some very useful tools, but what about those mods?
He released Reborn you asshat. /headsmak

Subject: Re: Dead 6 - Renevo Announcement
Posted by Ethenal on Thu, 26 Jun 2008 04:12:24 GMT
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Muad Dib15 wrote on Tue, 24 June 2008 22:02Speedy059 wrote on Tue, 24 June 2008 17:07I like Dante a lot, but was there anything that he started for Renegade that was completed? I know he completed some very useful tools, but what about those mods?
He released Reborn you asshat. /headsmak

lolhostility

Subject: Re: Dead 6 - Renevo Announcement
Posted by drunkill on Thu, 26 Jun 2008 05:07:04 GMT
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KIRBY-098 wrote on Tue, 24 June 2008 03:10
I am STILL waiting on my employment offer for writer APOC...

Perhaps you should write a few more fan fictions to get that position Kirby, it's been a few years

Subject: Re: Dead 6 - Renevo Announcement
Posted by Crimson on Thu, 26 Jun 2008 07:23:54 GMT
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Muad Dib15 wrote on Tue, 24 June 2008 20:02Speedy059 wrote on Tue, 24 June 2008 17:07I like Dante a lot, but was there anything that he started for Renegade that was completed? I know he completed some very useful tools, but what about those mods?
He released Reborn you asshat. /headsmak

Since when was Reborn a stable release? I thought it was still in beta/alpha stage?

Subject: Re: Dead 6 - Renevo Announcement
Posted by KIRBY-098 on Thu, 26 Jun 2008 14:56:19 GMT
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For the record, and before this turns to a tardfest: We only ever had D6 as a mod. It was our first, last and only venture into the realm of Total Conversions.

Reborn wasn't ours, Dante just helped them over the release hurdle albeit in a limited fashion. The finer points of stability etc are semantics.

Renevo's primary function has always been releasing free tools and utilities to help aid programmers. We are still functioning in that capacity and have released quite a few tools to the public of our own free accord and without fanfare and pomp.

Subject: Re: Dead 6 - Renevo Announcement
Posted by KIRBY-098 on Thu, 26 Jun 2008 15:01:43 GMT
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drunkill wrote on Thu, 26 June 2008 00:07KIRBY-098 wrote on Tue, 24 June 2008 03:10
I am STILL waiting on my employment offer for writer APOC...

Perhaps you should write a few more fan fictions to get that position Kirby, it's been a few years

Yeah yeah...

Dude, if you knew what I have gone through in the last two years you'd be sending me a sympathy card.

Subject: Re: Dead 6 - Renevo Announcement
Posted by Muad Dib15 on Thu, 26 Jun 2008 15:19:17 GMT
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Crimson wrote on Thu, 26 June 2008 02:23Muad Dib15 wrote on Tue, 24 June 2008 20:02Speedy059 wrote on Tue, 24 June 2008 17:07I like Dante a lot, but was there anything that he started for Renegade that was completed? I know he completed some very useful tools, but what about those mods?
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Its still a release.

Subject: Re: Dead 6 - Renevo Announcement
Posted by Speedy059 on Fri, 27 Jun 2008 02:33:03 GMT
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Muad Dib15 wrote on Tue, 24 June 2008 23:02Speedy059 wrote on Tue, 24 June 2008 17:07I like Dante a lot, but was there anything that he started for Renegade that was completed? I know he completed some very useful tools, but what about those mods?
He released Reborn you asshat. /headsmak

Listen you little ugly kid. I respect Dante a lot and I was just curious if anything that he is working on was fully released as I know his full potential. He has a lot of experience with this kind of stuff and I know whatever he releases will be good so I was just merely asking a question. However, since you a loser who lives with your parents and has that security blanket, you think you can say whatever you want on the internet or treat people however you want. Grow a pair and stop acting like a unstable Columbine kid.

Subject: Re: Dead 6 - Renevo Announcement
Posted by Crimson on Fri, 27 Jun 2008 09:04:37 GMT
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Muad Dib15 wrote on Thu, 26 June 2008 08:19Crimson wrote on Thu, 26 June 2008 02:23Muad Dib15 wrote on Tue, 24 June 2008 20:02Speedy059 wrote on Tue, 24 June 2008 17:07I like Dante a lot, but was there anything that he started for Renegade that was completed? I know he completed some very useful tools, but what about those mods?
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That's not what you were talking about, or at least that's not what Speedy was talking about. Any asshat can release some alpha shit or some beta shit. It takes a lot to release something that's stable and actually usable for months or years without there being any bugs so bad you can't even use it.

Subject: Re: Dead 6 - Renevo Announcement
Posted by Starbuzzz on Fri, 27 Jun 2008 12:50:55 GMT
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Speedy059 wrote on Thu, 26 June 2008 22:33Muad Dib15 wrote on Tue, 24 June 2008 23:02Speedy059 wrote on Tue, 24 June 2008 17:07I like Dante a lot, but was there anything that he started for Renegade that was completed? I know he completed some very useful tools, but what about those mods?
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I HATE people who do that. Just pricks...

Subject: Re: Dead 6 - Renevo Announcement
Posted by KIRBY-098 on Fri, 27 Jun 2008 14:28:27 GMT
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Crimson wrote on Fri, 27 June 2008 05:04Muad Dib15 wrote on Thu, 26 June 2008 08:19Crimson wrote on Thu, 26 June 2008 02:23Muad Dib15 wrote on Tue, 24 June 2008 20:02Speedy059 wrote on Tue, 24 June 2008 17:07I like Dante a lot, but was there anything that he started for

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Well it's easy to be "stable" when you keep fixing the same thing for eight years.

It takes courage to do something new and fail spectacularly 99% of the time then release something revolutionary.

"If you're not failing every now and again, it's a sign you're not doing anything very innovative."
Woosy Allen

"Failure is the opportunity to begin again more intelligently."
Moshe Arens

"We are all failures--at least, the best of us are."
Sir James Matthew Barrie

"The person interested in success has to learn to view failure as a healthy, inevitable part of the process of getting to the top."
Dr. Joyce

"I honestly think it is better to be a failure at something you love than to be a success at something you hate."
George Burns

"Failure is the condiment that gives success its flavor."
Truman Capote

"You must accept that you might fail; then, if you do your best and still don't win, at least you can be satisfied that you've tried. If you don't accept failure as a possibility, you don't set high goals, and you don't branch out, you don't try-you don't take the risk."
Rosalyn Smith Carter

"Success is not final, failure is not fatal: it is the courage to continue that counts."
Sir Wwinston Churchill

"A man's life is interesting primarily when he has failed --I well know. For it is a sign that he has tried to surpass himself."

Georges Clemenceau

"Failure is instructive. The person who really thinks learns quite as much from his failures as from his successes."
John Dewey

Subject: Re: Dead 6 - Renevo Announcement
Posted by Samous Mods on Fri, 27 Jun 2008 14:54:42 GMT
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i just need to know, did dead 6 gona release model file of his nod harvester from Crysis? (that one from render with green neon lights...)

Subject: Re: Dead 6 - Renevo Announcement
Posted by KIRBY-098 on Fri, 27 Jun 2008 14:56:57 GMT
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It is very likely that everything developed will be released to the public for use. Post on Renevo.com and ask Dante.

It is hot though, isn't it?

Subject: Re: Dead 6 - Renevo Announcement
Posted by Muad Dib15 on Fri, 27 Jun 2008 15:17:57 GMT
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I absolutely hate it when people see one post that they don't like and then jump all over the person. Wait, I know lets all jump on the Hate Muad Bandwagon like many people already do at my school. If you are going to take one post out of 505, and use that to judge me, you are just as big a jerk as I was. I don't think that I can say whatever the hell I want, and I don't. But one post, that I now regret posting because it made me look like a jerk, and you are all over me on how I live with my parents, am shielded from the world and think I can treat people however I feel, makes you look like an idiot instead of me.

Subject: Re: Dead 6 - Renevo Announcement
Posted by KIRBY-098 on Fri, 27 Jun 2008 15:27:53 GMT
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GET OUT OF MY TOPIC!

YOU, YES YOU!

Subject: Re: Dead 6 - Renevo Announcement
Posted by Crimson on Sun, 29 Jun 2008 08:02:47 GMT
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KIRBY-098 wrote on Fri, 27 June 2008 07:28
Well it's easy to be "stable" when you keep fixing the same thing for eight years.

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"If you're not failing every now and again, it's a sign you're not doing anything very innovative."
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Georges Clemenceau

"Failure is instructive. The person who really thinks learns quite as much from his failures as from his successes."
John Dewey

I'm not sure what this is meant to prove.

Subject: Re: Dead 6 - Renevo Announcement
Posted by Starbuzzz on Sun, 29 Jun 2008 09:02:27 GMT
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Those are valuable quotes tbh.

Subject: Re: Dead 6 - Renevo Announcement
Posted by Dante on Tue, 01 Jul 2008 20:28:01 GMT
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Thanks for all the words, both this and that, I thouroughly expected the negativity, as it is a part of failing.

In my modding experience, with all the games I have modded over the last few years under the guise of RenEvo, have probably released close to 25+ utilities, mini-mods, models, textures, and code.

I don't want to bring up a list, as it shows just how ADD I can be sometimes, while focus was an issue with Dead Six.

I gave it a go, worked with a few other Total Conversions (not all for Renegade, and not all under Dante), few successful ones, few failures, and I have to say that the amount of things that I learned from modding has been worth the failures and the successes.

Met great people
Learned a lot of programming areas I would never touch on normally at work (graphics programming, binary programming, etc...)
Developed my writing skills quite a bit
Learned to do basic concept art (working on fleshing it out more)
Learned to do basic texturing work (working on being better)
Learned to do intermediate architectural modeling (always working on this one)
Got to meet some great people in the gaming industry (EA, Blizzard, Crytek, Activision, Westwood, Petroglyph, Sega, Valve)
Got to attend E3 while it was still a media showcase
Got to visit some game studios in the Southern California area

It was a huge treat to work on this mod, and RenEvo will continue to survive, releasing utilities and mods for various game engines. http://www.wiisis.com is an example of one of our latest releases, as well as a Flow Graph plugin system for CryEngine 2.

I do apologize again, to all those that stuck in there (Try_Lee was a super trooper, really) waiting for this mod, only to be upset that it ended.

For those that expected this, look down on what I have done, think that I really haven't "done much", or "who cares", you have your opinions, and you are entitled to them, I won't argue with you otherwise I lose my own right to my own opinions by saying yours are wrong.

Good Luck
~Dante