

---

Subject: Renegade II UDK Engine  
Posted by [TankMaster](#) on Sun, 25 Jan 2015 04:08:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm posting this for a friend who is having trouble posting due to authorization issues.

Quote:We are developing a game called Command and Conquer Renegade II, it is set in the Command & Conquer Universe.

IndieDB

If you want to apply to join the Studio:

We need someone that knows how to create 3D Character Models, Vehicles, Aircraft, Naval Vessels and structures.

To apply you must have knowledge of the Unreal Engine 3 and or Autodesk 3D Max.

Concept Artist will also be accepted.

You must show previous work to be accepted.

You also must have played the original Command and Conquer games.

You must have quick communication such as Skype, Steam or Team speak 3.

Also state why you want to join the Studio.

Thank you.

You can contact dan5 at [dick68787@yahoo.com](mailto:dick68787@yahoo.com), the person I posted this for.

---

---

Subject: Re: Renegade II UDK Engine  
Posted by [Aircraftkiller](#) on Sun, 25 Jan 2015 06:38:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:You must show previous work to be accepted.

Quote:Also state why you want to join the Studio.

Just lol, plus extra lol because of the images they're showing being shit they didn't even make

At least they're making more progress than that other mod thing was, but fuck, I'm literally lolling right now at that guard tower being used as an example of UDK graphics

---

---

Subject: Re: Renegade II UDK Engine  
Posted by [liquidv2](#) on Sun, 25 Jan 2015 07:59:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

don't knock their years of hard work ACK  
I'd like to see you do something better - that guard tower should be framed in a museum somewhere

---

Subject: Re: Renegade II UDK Engine  
Posted by [Aircraftkiller](#) on Sun, 25 Jan 2015 23:08:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You're right. I'm just hating because I can't do anything better.

---

Subject: Re: Renegade II UDK Engine  
Posted by [liquidv2](#) on Mon, 26 Jan 2015 05:12:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

if you put in the time and work and grow your skills, I'm sure you'll come up with something comparable (eventually)

not everyone can start out great you know

---

Subject: Re: Renegade II UDK Engine  
Posted by [Aircraftkiller](#) on Mon, 26 Jan 2015 05:14:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No, I totally understand. I was being a complete douchebag before. This mod shows a lot of promise. We should support it instead of trying to tear it down. The graphics are practically next-next gen. You can't get any better than that!

---

Subject: Re: Renegade II UDK Engine  
Posted by [liquidv2](#) on Tue, 27 Jan 2015 02:04:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm not worthy

---

---

Subject: Re: Renegade II UDK Engine  
Posted by [OWA](#) on Thu, 29 Jan 2015 10:14:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Aircraftkiller wrote on Mon, 26 January 2015 05:14The graphics are practically next-next gen.

After looking at these sandbags, I'm inclined to agree.

---