Subject: Making a Sc Mod****
Posted by Fox on Tue, 25 Nov 2003 20:01:52 GMT
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We Need Skinners/Modders/Beta Tester*not required yet*/We Need People Who Can Model Men

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Subject: Making a Sc Mod****
Posted by Matt2405 on Tue, 25 Nov 2003 20:05:25 GMT
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If you don't me asking, what do you need modders and skinners for?

Subject: Making a Sc Mod****
Posted by General Havoc on Tue, 25 Nov 2003 21:19:43 GMT
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AFAIK SC = StarCraft

Subject: Making a Sc Mod****
Posted by warranto on Tue, 25 Nov 2003 22:25:23 GMT
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Just remember, StarCraft is made by Blizzard and they may not like you using their copyrighted material.

Subject: Making a Sc Mod****
Posted by Jaspah on Tue, 25 Nov 2003 23:40:08 GMT
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Plus there already making a 3D FPS for Starcraft. :rolleyes:

Subject: Making a Sc Mod****
Posted by Sir Phoenixx on Wed, 26 Nov 2003 01:06:47 GMT
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j4S[p]Plus there already making a 3D FPS for Starcraft. :rolleyes:

They already made a Starcraft FPS, it was "Starcraft: Ghost" or something like that. It is currently PS2 only.

(And I thought you were doing that "Twilight" mod?)

Subject: Making a Sc Mod****
Posted by smwScott on Wed, 26 Nov 2003 01:40:37 GMT
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Ghost isn't out yet, and it's for X-BOX and PS2 I believe. Also, it isn't an FPS game, its a third person stealth game along the lines of MGS or Splinter Cell. Ghost and Renegade are in no way in competition with one another.

That being said, a SC mod for Renegade is technically copyright infringement unless you get expressed permission. But Ren is a game that costs $5 in the bargain bin now, I doubt they're going to feel threatened. That's assuming you ever get a competent team together and have the mod finished...

Subject: Making a Sc Mod****
Posted by SuperFlyingEngi on Wed, 26 Nov 2003 01:52:09 GMT
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SC: Ghost is coming out for Gamecube, too. Can't forget the Gamesquare

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Subject: So We Can Make Something In Our Mind Of SC
Posted by Fox on Thu, 27 Nov 2003 01:05:25 GMT
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And The People Have nothing nice to say about it dont post here....

Subject: Making a Sc Mod****
Posted by General Havoc on Thu, 27 Nov 2003 21:41:20 GMT
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StarCraft was a good game, I played it a lot back when It was released. People still refer to is a lot in Planetside (mainly Terran and Zerg).

Subject: Well just for the news flash!!!
Posted by GonerX on Sat, 06 Dec 2003 00:40:29 GMT
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There is no worry in making mods in dedication towards another title, the only thing is that if you

are "Selling it" it will then consider a threat to Blizzard...   Cheer up!   And continue modding...

Subject: Making a Sc Mod****
Posted by Fox on Sat, 06 Dec 2003 18:07:32 GMT
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We are right now working on the Marine

(no image) yet

Subject: I would like to join up...
Posted by GonerX on Mon, 08 Dec 2003 18:54:36 GMT
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Ahh I see...
Well I would like to help if thats fine with you.
I was planning on making my Conker:WARZONE mod, but there will be a few complications. So I
will be practicing my skill by helping others first so that I can later on recruit helpers someday.

I am a skinner/texturing, map designer, idea designer, and I can help beta test it as well...
I can mainly design the strategy of weaponry/etc., map layouts, and the
map enviromental texture. Hopefully i could maybe model... I can do well in adding you some
ideas you may accept. Map layouts will vary on variety of skill and strategy.

Subject: Making a Sc Mod****
Posted by Adavanze on Mon, 08 Dec 2003 19:13:19 GMT
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I hope this mod actually takes off, some guy at modding.renstation.net started one but diddnt
finish it. Maybe he would lend u somthing if he hasnt already, i forget who posted it though. maybe
slash0x...

Most mods start and never finish. It is like people suddenly wake up and say "I am going to make
a total conversion today!" And dont realise the trouble of setting up a mod team, setting up a team
takes alot of effort.. and since all good modders and moddelers, so on are taken, you should
search outside of renegade for modders, search for hl2 modders, get their models, and bone
them.

I wont say much more as i dont wanna put anyone who is working on this modd off.

Subject: Yup

Posted by GonerX on Tue, 09 Dec 2003 15:12:37 GMT
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I understand what you mean, thats what I have been through in the old days... I realized I must join projects first so that I can earn myself some freinds from a modding team that would be there for me in my own.
It doesn't always work that way, you must be able to work on things yourself as well.

Ill need to see your old work, some modding talents, and such to see if this will get anywhere at all...   It seems that nobody is volunteering.
I would like to help, I just need to stay a bit long enough to see if we are even making any progress.

I will send some sketches of some of my character ideas for SC here and some others from other people if equal to my measures...
How many people are working on this mod?

  IDEA:Making the "Ghost" unit should have four skins: 2Female-2Male
Ghost Equipment: 200HP-155ARMOR (Cost=1250)
(HardShotSniper-LightSniper-Cloaking-Pistol-TimedMine)
Of course that equipment is not enough, so I will add in weapon ideas that will increase the strategy and variety.
FEMALE SKINS:

Subject: Making a Sc Mod****
Posted by PsycoArmy on Tue, 09 Dec 2003 15:13:25 GMT
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Thats how alot of good mods start. Mgiht as well try than never have tried at all.

By the way dont just take other mod teams owrk liek advanze does ... Thief.

Subject: Making a Sc Mod****
Posted by England on Tue, 09 Dec 2003 17:39:43 GMT
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Stop fucking moaning about copyright, who gives a fuck, no one.

If he makes it, and blizzard ask him to stop, no lose, if he gets sued who gives a fuck, he aint me.

Just my $0.02

Subject: Making a Sc Mod****

Posted by Adavanze on Tue, 09 Dec 2003 17:53:53 GMT
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Phsyco army, you obviously diddnt realise what happened... I will explain:

U asked me for an alien model, so I went ahead and asked my friend for one, and when i gave it to you, i said i made it (dumbness of me). So i thought my friend made it, you thought i made it, i diddnt think anything would go wrong.. Then when i found out my friend took it (i had no idea, serious) i was like "O M G" so yeah, i messed up.. Only once though, yeah u can call it stealing off a friend, who stole off someone else.

You talked to me on msn, I diddnt reply cauz i was playing halo, not cauz i was ignoring you or anything, which i guess you would have thought. I just wanna forget about it

Subject: Making a Sc Mod****
Posted by GonerX on Tue, 09 Dec 2003 18:55:06 GMT
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Yah that sounds like a simpleton type of event, I would'nt make such big of a deal if freind really lied... I would be like... "Oh... So??!"
Makind such a big fuss of things are for ametuers, and yes there are many adult ametuers fussing about bull-shit...
Copyright depends on "COMMERCIAL"

Subject: Making a Sc Mod****
Posted by PsycoArmy on Wed, 10 Dec 2003 13:11:06 GMT
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Just that fookin pissed me off so much, its not the first time its happened to me.

Subject: Making a Sc Mod****
Posted by Genocide on Wed, 10 Dec 2003 17:46:26 GMT
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Advance you are a discrace to this community.

Subject: Making a Sc Mod****
Posted by GonerX on Wed, 10 Dec 2003 18:05:35 GMT
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To reduce the amount of work, the marine model should have multiple skins.
These skins should be either extra looks or for other units, such as

the Firebat and extra unit ideas.
Just because the Firebat,Marine,Medic, and Ghost are the only ground units does'nt mean we cant make up more!
So as you can see we will also need our imagination to run wild about SC in order to increase the choices for the player...

Just one question Fox. Do we discuss this projects' concept here or do we discuss it someplace private???
If we should, then just PM me if I need to contact/PM/AIM you or visit a forums of your own?? I can host a forum for you
with an additional chatroom if needed.
If its okay to be discussed here then just tell me here...

Subject: Making a Sc Mod****
Posted by kawolsky on Wed, 10 Dec 2003 18:20:47 GMT
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Genocide!Advance you are a discrace to this community.

Genocide, you are an idiot

Subject: Making a Sc Mod****
Posted by Adavanze on Wed, 10 Dec 2003 18:54:46 GMT
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Genocide, what makes me a disgrace? That i took models from a friend who i thought made them and said they were my own? I do make my own models u know, hint: Star Wars mod, as we cannot take any model from the game, as there is nothing that i know of to import from the game, and our copyright permission says we can only make our own modls. So most of them are my own (all the ones made by me are my own). I have made tutorials, i have helped make tutorials.

I hate the way a person would just say that to you, when i cant be a disgrace if so many people ask for my help, . I have been asked for joining many mod teams around renegade, generals and the 2 most famous mods for gta vice city, i have earned my respect. you just think i steal from friends, pose them as my own, so im a disgrace. But i no longer get models off this "friend", as he is a fake. I can't understand why you would say that any more. Sure i messed up, once i found out that these were all from like hl or quake or whatever it was, you can believe i freaked out. But in a way i am glad it happened cauz it tought me never to ask for 3d models off of someone called Steven!

Subject: Making a Sc Mod****
Posted by kawolsky on Wed, 10 Dec 2003 19:46:17 GMT
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1st off genocide....if your going to insult anyone, at least spell their name right,
2nd I would love to see you TRY to model better than Adavanze, not many people can, so fuck off and grow up

---

Subject: Making a Sc Mod****
Posted by GonerX on Wed, 10 Dec 2003 20:52:15 GMT
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I agree, just because I talked about people fussing off doesn't mean im that serious... I would of said something earlier about you insulting people for lame reasons, but I was in a hurry and I dont pay much attention.
I believe your being a rude 4 year old Genocide especially an ametuer like I defined earlier, but not in exact reference to this manner...

As you all can notice I am a newcomer to this forums, I got Renegade about 2 months ago and before hand I was a skinner and map designer for UTk3 and UT:GOTYE.

Since kawolsky came up with "Adavanze" being a great modelling man, well thats what gets me interested in here all over again. You didn't explain that hes a good skinner, so I would just like to know if he is or not..

In reference to what you were talking about earlier Adavanze.
I agree to your earlier sayings and I apoligize for replying to your thing about stealing and copyright, I sorta went loose it did'nt matter to me who posted... I was just making a point to Fox...

About researching for SC models, yes I did my homework: I had no sucess in finding any existing SC models. I'm thinking this could be the 1st SC mod for a 3d FPS game...

Oh and Adavanze, would you like to help us in modelling in this Mod?
I can help you out so you would'nt have to start some hard efforts on your own.
In my work I will be able to sketch the characters and weapons for the modellers and I also will be pretty handy with skinning; I have JascPhotoshopPro8 for skinning and such... I am really good at making drawings, pictures, and such. But I will soon be able to skin models much better.

Right now I am sketching an example of one of the medics' skins. I will soon post an image for people to see how good I am with my talents and what ideas I can come up with. There may not be much people working on this right now but we just gotta keep going, this is the only Mod I have been interested in and I will not give up on you Fox, just keep trying! Many have attempted making an SC mod for many kinds of games but failed...

Subject: Making a Sc Mod****
Posted by kawolsky on Wed, 10 Dec 2003 21:07:09 GMT
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adavanze is good at allot of things, 2 of these include skinning and moddeling

Subject: Making a Sc Mod**
Posted by Adavanze on Wed, 10 Dec 2003 21:11:11 GMT
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Im real busy, sorry, cought up with london vice mod, making more update models now. Im also trying to move away from Renegade, i wanna move on to a more modern game to mod, renegade it losing its touch, also i dont know if you know about the mod that was started before, there are some pics at
http://modding.renstation.net/index.php?act=ST&f=4&t=23&s=edc3854ac508c96d785a0c7a2ce0d 2da of a star craft mod which was started before, this guy shlaxox could be of interest to you.

Sorry i can't help, and it has nothing to do with your mod, i have turned down joining lots of popular mod teams for Renegade.. But when i talk about that i tend to.. boast a bit so i will shut up... I do apologise for my.. umm.. taking of friends models and saying they were my own, if i diddnt say they were mine this argument would have never happend.

Good luck on this mod though.. And im glad you find it interesting, i just find it confusing. And dont think of genocide as a bad guy, he is cool, when he dont flame u he is also very tallented.

Heh, thanks kawolsky . hehe

Subject: Making a Sc Mod**
Posted by PsycoArmy on Thu, 11 Dec 2003 10:07:32 GMT
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Good Riddance, Genocide is a better modeler and skinner because he makes his own models and skins.

And sorry for posting off topic, good luck on your mod, It would be a good mod if it gets done.

Subject: Making a Sc Mod**
Posted by Adavanze on Thu, 11 Dec 2003 16:05:16 GMT
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:/ Im tired of arguing, i tried to make it clear that i no longer take models from people, pass them as my own, or stealing. You think what u wanna think...

U guys got any screenshots of progress work? I would like to see some .

Subject: Making a Sc Mod**
Posted by kawolsky on Thu, 11 Dec 2003 19:32:53 GMT
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PsycoArmyGood Riddance, Genocide is a better modeler and skinner because he makes his own

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models and skins.

And sorry for posting off topic, good luck on your mod, It would be a good mod if it gets done.

just shut up....
no one cares what you think...

Subject: Making a Sc Mod****
Posted by GonerX on Thu, 11 Dec 2003 22:03:16 GMT
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Okay thx for the info Advanze.
Thankyou for also showing your patience even if people are insulting you...
I will see to what the London mod for GTA:ViceCity is like later on...
I may get that game if I get tired of this.

Subject: Making a Sc Mod****
Posted by PsycoArmy on Fri, 12 Dec 2003 11:00:42 GMT
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kawolskyPsycoArmyGood Riddance, Genocide is a better modeler and skinner because he makes his own models and skins.

And sorry for posting off topic, good luck on your mod, It would be a good mod if it gets done.

just shut up....
no one cares what you think...

I don't think... By the way I think you missed a spot on Advanzed ass.

Subject: LOL!
Posted by Genocide on Fri, 12 Dec 2003 12:52:28 GMT
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Kawolsky, STFU, show me some of your work you retarded fuck brain.

I ran Warpath and skinned 90% of whatever you saw, now I am working on a project to which I am skinning 100% of things, and when u see this project I hope someone puts a fucking metal plate around your big mouth.

something like that happen, Do Not make it happen again.

Leave Psycoarmy alone to, he can do so much more than you could even ever imagine.

Genocide -

Subject: Making a Sc Mod****
Posted by ericlaw02 on Fri, 12 Dec 2003 14:40:31 GMT
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Hmm...
It looks like PsycoArmy started it....
Someone lock this.

Subject: Making a Sc Mod****
Posted by GonerX on Fri, 12 Dec 2003 14:43:56 GMT
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LOL! Whatever.... Please I'm falling asleep to these lame insults...
So genocide, why dont you ask for some help in skinning?
I dont think you should do it on your own...
I can help you out if you'd like.

Oh and dont lock this topic until 3 more BAD replies result...

Subject: Making a Sc Mod****
Posted by Adavanze on Fri, 12 Dec 2003 16:33:19 GMT
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Yeah, i am trying not to get involved with the flaming, i am not gonna let it happen again genocide, but thx for understanding.

I would reccomend re starting this thread, but with updates. It is very off topic.

Subject: Making a Sc Mod****
Posted by Genocide on Fri, 12 Dec 2003 18:47:29 GMT
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GonerX, thanks for the offer but its ok

Subject: Making a Sc Mod****
Posted by PsycoArmy on Sat, 13 Dec 2003 08:45:29 GMT
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Hey he lied about modeling it, he even made up a big story about it, what makes you think hes not lying now?

Subject: Making a Sc Mod****
Posted by Adavanze on Sat, 13 Dec 2003 09:46:27 GMT
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I lied once, then i found out, that i was also lied to, u probably know how that feels psyco, from me, if you think i can still do that then you must think im some huge loser still. I came clean, i joined mod teams (Hint: Star Wars Mod).

There isnt anything i can do to "turn back the clock" all i can do is earn back respect, hopefully with the mods im in.

Subject: Re: LOL!
Posted by kawolsky on Sat, 13 Dec 2003 12:58:39 GMT
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Genocide!Kawolsky, STFU, show me some of your work you retarded fuck brain.

I ran Warpath and skinned 90% of whatever you saw, now I am working on a project to which I am skinning 100% of things, and when u see this project I hope someone puts a fucking metal plate around your big mouth.

something like that happen, Do Not make it happen again.

Leave Psycoarmy alone to, he can do so much more than you could even ever imagine.

Genocide -

I never said that i was good at any of it, i said that Adavanze is good and that you shouldn`t be such a fucking ass rammer when it comes to other peoples work, i don`t give a fuck what you did for that shit mod that you were doing, if you did so good then why did it fall apart?
And i also don`t
give a fuck what psycho-shit can do, he shouldn`t get involved in flame wars then get his boy friends to finish them.

Subject: Making a Sc Mod****
Posted by PsycoArmy on Sat, 13 Dec 2003 13:16:14 GMT
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Well he didnt back up his files, the mod was still going strong, he just didnt back up his files so he lost all of the models ans skins he had done for the mod, he did most of the models for the mod...

You don't care what I can do? You don't know what I can do so how could you posably know whether you care?

Subject: Making a Sc Mod****
Posted by Genocide on Sat, 13 Dec 2003 13:39:47 GMT
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How was it his work? Read before you start to place your fingers on the keyboard, now. I wonder who started this flaming...hmm i wonder, kawolsky.

head?

Boyfriend? lol you really are fucked in the head i have a very good-looking girlfriend and Psycoarmy is a very good friend.

I hope you learn one day...egit

Subject: Making a Sc Mod****
Posted by Adavanze on Sat, 13 Dec 2003 15:49:00 GMT
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I think it is really worth Deleting this topic. Its changed from flaming me to flaming kawolsky. Kawolsky, i have seen genocides mod, he showed me it (i think it is the same one). It is very good if it is that one.

Subject: Making a Sc Mod****
Posted by kawolsky on Sat, 13 Dec 2003 20:00:38 GMT
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Genocide....you just replyed that your not going to reply....
This TopicLock me, Lock me!!!!

Subject: Making a Sc Mod****
Posted by GonerX on Mon, 15 Dec 2003 14:51:03 GMT
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How amusing...
I think ill place my vote on LOCK TOPIC... But try not to get it locked.
Fox has been missing from here -_- I think I may take an out of this.

Subject: Making a Sc Mod****
Posted by kawolsky on Mon, 15 Dec 2003 18:17:49 GMT
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Ok Genocide, Psycho army, I still find it funny that it takes 2 of you to take me but ill call it quits...