
Subject: Need team to help work on map
Posted by [Aronjames](#) on Fri, 09 Jan 2004 03:00:13 GMT
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I would like to form a team to help with a map im working on. A link to a thread with screen shots of the map currently can be found here.
Im looking for a Modeler and a skinner

If anyone is interested please email me. thanx

Subject: Need team to help work on map
Posted by [Aircraftkiller](#) on Fri, 09 Jan 2004 03:42:32 GMT
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So, basically, what you're asking for is that you want others to do all the work for you.

Sounds like a bad deal to me.

Subject: Need team to help work on map
Posted by [Aronjames](#) on Fri, 09 Jan 2004 03:55:02 GMT
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Im starting to not like you...

No I am not a one person wonder. I'm not the best modeler, and I suck at skinning
And your forgetting that Ive almost done everything. I need refiners, people to improve/add to my work to give the renegade community the best map possible.

Subject: Need team to help work on map
Posted by [Aircraftkiller](#) on Fri, 09 Jan 2004 04:53:18 GMT
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When you work on a level, you make it yourself. You don't make "skins" and such for them becuase you're not making a C&C Mode level, then; you're making something that takes too much time, effort, and skill to pull off which isn't going to work properly since you're still learning.

Subject: Need team to help work on map
Posted by [Aronjames](#) on Fri, 09 Jan 2004 06:40:57 GMT
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the map in question was actually supposed to be included in a complete mod with 3 others the reason why I want a team is to be able to finish those others. And yes those other maps exist, well

not maps but I have created the basic terrain. I know I will not have the time to finish the rest on my own. And I can do all those things myself I just cant do them very well or very fast. And I am not learning I am remembering. The only thing new to me is temps and I have known about them just never bothered as I was either not using external objects or making a mod. And as far as skins go I only want 2.

Subject: Need team to help work on map
Posted by [Cpo64](#) on Fri, 09 Jan 2004 07:57:14 GMT
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I tried to get a group to work on a single map before, there wasn't any intrest...

Subject: Need team to help work on map
Posted by [Aronjames](#) on Fri, 09 Jan 2004 08:17:52 GMT
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well the idea was 4 maps total I only advertised the prison map to show im serious about getting them done

Subject: Need team to help work on map
Posted by [Deafwasp](#) on Sat, 10 Jan 2004 22:12:03 GMT
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I wouldn't touch that map.

Subject: Need team to help work on map
Posted by [Aronjames](#) on Mon, 12 Jan 2004 02:32:09 GMT
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is it really that bad?

Subject: Need team to help work on map
Posted by [knOwn](#) on Fri, 16 Jan 2004 03:25:41 GMT
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ACK, who cares if he asks for help. Ignore it if it's annoying you Besides, he is re-learning everything, so a mapper at your level shouldn't really take any notice of maps that aren't that good. A thing every fan map-making person should realise is that no body has to make maps as good as you. So what if it doesn't get released, you have to start somewhere, even if you do suck like **** lol. Not many people think his map is that good, but he'll get better. Practice makes

perfect, does it not? I'm sure everyone knows that

It loads, you walk around, you can shoot people, it's a map. As long as you can walk around, I'd say it passes level 1 of map skills lol :rolleyes:

Subject: Need team to help work on map

Posted by [Aronjames](#) on Fri, 16 Jan 2004 07:52:24 GMT

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Well I thought it waasa good map. Some maps that are out there are much worse but what I dont understand is how they managed to get hosting while I dont even get replies from the darned sites.

Subject: Need team to help work on map

Posted by [Deafwasp](#) on Sat, 17 Jan 2004 04:17:24 GMT

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I didn't say it was bad, I just wouldn't help with that map, i mean it isnt anything that interests me. pretty plain, things we have seen before. but a few shots dont show what the map is really like.

Bah, the screens don't interest me, hence I don't bother.

Subject: Need team to help work on map

Posted by [Aronjames](#) on Sat, 17 Jan 2004 18:49:18 GMT

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Well might as well just finish it and post it
