
Subject: Picture of Red alert2 Vengeance mod!

Posted by [Anonymous](#) on Thu, 21 Nov 2002 06:08:00 GMT

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quote:Originally posted by DeafWasp:lots of improvement needed. but good. Tip: Try not to make the buildings so huge, for instance, the repair depot floor doesnt need to be 6 times the size of a tank. Dont try to be exact, improve on the ra2 models (i mean, you can make em look better than they did in ra2)well about building, yea for the SD i must resize it a little bit smaller... tesla tank seem too small... but for the kirov its perfect, fits verywell! btw they arent too big, just well scaled and make the game fun to play! all my beta tester so far liked it!(btw think about it... kirov bigger than ervy building??? wierd)And about model... well they are just perfect(well modeled with less poly as possible! YES it will be optimized for all type of computer that one of my primary objectif: Evryone can play on it with less lagg as possible!)... the only prob with my model its i need a GOOD texturer, that he can start from any model and make one texture(except for tread) for each vehicles!With more detailed texture, all my model would rock..anyway, its a tc with the main concept: HAVE the feeling behing a REAL ra2 conscript or gi! That really for the fealing and fun to play!btw:U are a good texturer? u made nice texture for other game and want a big challenge and be known in the Renegade community?if u awnser yes i have a job for u! (i knowSo if anyone want to be a part of the team just e-mail me at Boris_the_invincible@hotmail.com !
