
Subject: Re: Renegade: A New Hope Update
Posted by [htmlgod](#) on Tue, 20 Sep 2005 03:13:04 GMT
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You should try making a total conversion modification sometime. It's really a lot of work. Actually, if I were a forum moderator (Which I'm not because I'm an angsty mofo), then I'd probably delete your post just for the insolence inherent in what you've got to say. First of all, the quality of a modification is much more important than the date of it's release, because, as the Counter-Strike proved for Half-Life, a good modification draws players to the game, whereas a bad modification won't even be long-lived among the most dedicated of community members. Since you ask, though, I'll give a brief overview of our timeline.

August of 2003 - I first get the idea into my head to make a Star Wars modification for Renegade. However, at this point I have absolutely no experience modeling or texturing, and I've never led a team before.

Winter of 2003 - I put together the first group of people who worked on the mod. I was still untalented, and everything I made at this point was eventually discarded. The same is true of everything made by other team members; they were not talented enough to produce quality work.

Spring/Summer of 2004 - The team changes around a little bit, but still no one joins the team that will ultimately make any major contributions, and my work is still not up to par.

Fall/Winter of 2004 - My work, both models and textures, is finally decent enough to make the mod worthwhile. The team has ebbed and flowed, and around this time we recruit the members who will make the mod what it is today - Exdeath, Oblivion, and Prometheus (Prometheus has been on the team pretty much since the start, but it was not until about this time that his work comes to being of meritable quality).

Spring/Summer of 2005 - The core team is about what it is now, in fall of 2005 - Exdeath, Oblivion, Prometheus, myself, and the then newly-recruited PuckDucker. We work hard through the summer and into the beginning of this school year to complete production.

Between September of 2004 and September of 2005, about 97% of the content for the mod is made. Lots of models/textures are redone, including all of the buildings, most of the vehicles, and a handful of guns, so that the mod which is released to you is of optimal quality.

People don't really care about the crappy work that we made over a year ago, when we were untalented, and when our team consisted of undedicated workers who couldn't put out a production of acceptable quality. Sure. If we'd wanted to, we could have squeezed out a release maybe in the fall of 2004-2005, but would be a completely different mod from the one which is soon to be released, with worse structures, fewer characters, fewer and worse weapons, fewer maps, and fewer and worse vehicles. In short, it wouldn't have been worth releasing, by my philosophy, because it wouldn't have been played long enough to make our efforts worthwhile.

You can count days from whenever you want to. If you want, I can find the old forums where I used to post, and find the day that I first made the topic suggesting the possibility of a Star Wars mod, a

day when my 'modding' experience stretched about as far into the game as C130 drop cinematic scripting, and when my digital artistic ability was exactly nil, and you can count from then, because, hey, that's when the mod was conceived. I prefer to count from when the team was in place that produced the content which is currently in the mod, and from when my work was decent enough to merit release. Before then, the team was a disorganized rabble that didn't produce anything that you'll see in the release. That was about a year ago. Yeah, even on that timeline it is not the fastest release ever. But yes, the mod's artistic quality will be excellent. Yes, the mod will be worth the wait. Yes, the mod will be significantly better than if it had been rushed into an earlier release. And yes, anyone who has any real interest in this or any mod/game production will slap you across the face for being so foolish as to blindly value the date of release over the quality of production.
