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Subject: Re: Reborn/APB Threads Removed -- why?  
Posted by [cheesesoda](#) on Fri, 13 Jan 2006 14:54:34 GMT  
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Venom Pawz wrote on Fri, 13 January 2006 03:02I feel kinda bad for Renardin. I mean, if I textured that much stuff and suddenly people said they should fire me, my artistic abilities suck, and that I could be replaced by anyone I would be pretty offended and wouldn't feel welcome in the community at all. Hell, just texturing one thing and having people act that way would make me feel horrible.

Yeah, yeah. I know what he did. But I'm just looking at this from an artist's perspective for a moment.

I don't necessarily believe that his talent is in question. It's his leadership abilities and the reputation he's earned. I think the main issue is though how much he DID help Reborn, he's "past his prime" and cannot take the team to where it needs to be. At least, that's what some would argue.

I agree that it would hurt to be kicked off after doing so much; however, it's not about his artistic abilities. If he would choose to believe that his talent is the thing in question, that would be his fault.

With that said, I just wanted to try and maybe clear up a little misunderstanding in Hydra's post, that is if I didn't misunderstand it myself. I'm very much so willing to bury the hatchet, but I will agree with Hydra in the sense that I TRULY do not believe Renardin has the ability to take the mod to the final stages as a leader. If he does stay in the back seat and stop trying to manipulate things (as we've seen from the past few days), I believe he could be very beneficial to the finishing of Reborn, and I do think that they could produce a high quality mod with little to no bugs.

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