
Subject: Re: The next Renegade?

Posted by [Oblivion165](#) on Mon, 16 Jan 2006 22:44:09 GMT

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j4S[p wrote on Mon, 16 January 2006 17:38]Oblivion165 wrote on Mon, 16 January 2006 17:33j4S[p wrote on Mon, 16 January 2006 17:25]icedog90 wrote on Mon, 16 January 2006 16:27Looks awesome. I've heard about this game before and seen screenshots. I think I read that it's using an updated version of the Doom 3 engine.

Pfff, that's all id uses right now.

I have a major problem with that. Every single game now is just slapped onto an existing engine. Turok 6 is going to be on the Unreal 3 Engine.....COME ON! First EA and now Buena Vista.

Like we cant tell its the exact same feel and look as the others. Just new models, rendered exactly the same, same lighting, same physics...

Do you even know what the cost of developing a new modern graphics engine is?

How do you think Valve spend \$40 million developing Half-Life 2?

Thats why HL2 did so well, It wasnt chucked out swine mud. They ruin series after series because they just dont even try. There are other engines that could closer match the Turok enviroment, but they choose one that will add horrid crap to the title.

Turok with vehicles....Pfft.

Turok is supposed to be primal, dark, almost Gothic. Look at the first engine, i would be happier with a game on it than what they will do with it on the Unreal Engine.
