
Subject: Re: Command and Conquer Online?

Posted by [xoham](#) on Tue, 01 Aug 2006 19:21:40 GMT

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Anthrax wrote on Fri, 31 March 2006 15:58

Concepts and Design need to be near 100% completed before the first model blocks are slapped together.

It may be a while, but games (both modifications and commercial) aren't just slapped together on a whim.

(Half Life 2's Pre Production Development took several years!)

This is the only way for the project to succeed...

You can't build a mansion with no foundation, can you?

Viva La Renegade!

While I very much appreciate your careful planning, I think you should get your modeling people recruited and started on models right away. This is probably the one thing you can do in parallel with your overall game design since the art can always be tweaked or rescaled as needed. You should be able to make the basic meshes, UV, and textures in parallel with the rest of your design. You know you need them and they will take a long time. They really don't depend on anything else in my opinion.

My own limited experience with texturing tells me it can take a long long time to do the art even when you know exactly what you want.

Good luck and please keep us posted. I started a thread asking if anyone was doing this over here:

<http://www.renegadeforums.com/index.php?t=msg&th=20595&start=0&rid=21406>
