
Subject: Re: Asking for a modeler, so the race for survival may begai

Posted by [\[REHT\]Spirit](#) on Tue, 20 May 2003 13:07:36 GMT

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Sir Phoenixx[REHTSpirit]Since everyone thinks my models are "Mobile garbage bags" (it's a funny line so long as someone doesn't say it to you, lol), I would like to get a modeler for my mod.

Lol... Mobile Garbage Bags...

Are you going to provide information on what the mod is about? Or hope you get someone who doesn't care what he joins?

Guess I ought to but I don't want to completely confuse everyone (which is why I'm releasing info in parts and stuff, so it's easier to handle) but ook.

Survival, technically, is a mod that's going to be showing people what can actually be done, modding-wise (since a heck of a lot of people think you can't do anything with it), as well as to give examples for a few things to, hopefully, be in future tutorials on how to do some of the things thought to be impossible.

In-game, it's essentially about 5 sides in an all out war. There's the GDI and Nod, and then you have 2 aliens races (one of them you will mostly see just their robots), and the UEDF (combo of some GDI and Nod tanks, but supped up, hopefully after a while we'll give them their own stuff). In-game you'll see things like Mobile Weapons Platforms (as seen in the other post, but hopefully with a better model), AI that will somewhat taunt you, new announcements with new voices like "GDI has reached Tech Level 2", super weapons, and.....essintally a bunch of mayhem coming from all directions in tons of forms, lol (at first it might seem confusing, but it's not all in every map, it'll be split up and stuff so you can see how things work a little better and all). Probally even get some text cinematics for the SP missions where you can see things like an Apache circling around a tank and blowing it up, etc.

Summery, it's big, lol. My prob is, I need a modeler cause otherwise everyone else will go "Omigosh! You reused a model! YOU SUCK! I don't care about the concept! You reused a model!" (or at least that's what it feels like a lot of the time).
