Subject: Red Alert 2: Apocalypse Rising Recruitment
Posted by OWA on Thu, 22 Feb 2007 14:11:23 GMT
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Hey all, I'm here representing the only Red alert 2 to Renegade conversion still alive, Command & Conquer Red alert 2: Apoclaypse Rising.

We are currently looking for team members from any field of modding from texture mapping to coding to modelling. If you think you have the skills to come and give us a hand then post your work in this thread so we can see what you are capable of.

Here are some WIP shots of what we have so far. We also have a bit of ingame content that isn't shown here.

We have nearly finished all of the base models and we just have characters, weapons and interiors for the buildings left to do on the modelling front. We are aiming to release a basic tech version of the mod towards the end of this year at a push.

Any help would be greatly appretiated, our two main texture artists are incredibly busy and find time to work on the mod hard to come by. We enforce a 'work when you like' basis (no deadlines) but this cannot be abused.

Find our moddb page here
The Dev Blog Section of our forum is also a place of interest

Regards
One Winged Angel and the Apocalypse Rising Team