
Subject: Sunart- Total Conversion for Renegade
Posted by [Cnc_Pwnr69](#) on Fri, 27 Apr 2007 04:13:02 GMT
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Hello, good community of RenForums. I am (temporary) Public Relations assistant, Cnc_Pwnr69. The Sunart total conversion project is something entirely different from the Renegade modifications already out now: it has nothing to do with Command and Conquer. How's that for originality! The Sunart team has released development journals, just as Reborn and A Path Beyond have their Dev. Blogs. However, the journals are not as plentiful, and only a bit of concept art is available. What I've come here for is a request for assistance further developing the project and even jobs.

Staff list:

Bluesummers - Lead Developer and Sound Engineer
TomatoSlayer - Web Master, Co-leader, and Head of Public Relations
Foehammer - 3D Artist and Texture Artist
V0LK0V - Senior Advisor and Art Director
Dark - Lead Modeler
Paradox - W3D Skeletal Specialist
Proudy - 3D Artist
muzzoid - Concept Artist
Cnc_Pwnr69 - Public Relations

Silent_Paws used to be another artist, but due to complications he left the team. Here's the journals we have so far. (source APB and AR2 forums)

Journal 1

Quote:Hey guys! Bluesummers here. Today I got a few updates from my wonderful team. I have both good news and bad.

First the bad, Dark, former member of Sunart, is leaving us. He simply does not have the time anymore.-- This statement is inert.

HOWEVER, The good news here.

Dark, before leaving, has finished the animations for the War Factory, Which he has finished halfway. The rest of it shall be finished by our primary modeler, Foe

Some shots

Vehicles and the main part is all underground. Vehicles raise up through the Large hole, stairs for soldier entry are under the rectangle hole.

ALSO!

Our mystery Modeler, found some time last night to help out Sunart with the Deployable turret model.

This Turret is a build able base defense that Advanced Engineers can construct, controllable via AI or players in the barracks.

Anyways, that is it for this Dev Journal, Models from Nickless and a logo from VOLK0V in the next one!

see you then!

Your friendly Mod leader

Jen Bluesummers

Quick update, the main menu theme is done, it is a remixed classic you might have heard of. I had to pull a few insterments and give it a slight echo.

<http://download.yousendit.com/1EA3DE9112366CFA>

Give me your opinions!

Journal 2

Quote:

Hello from the SunArt Development Team. This week's Dev. Blog is brought to you by the awesomeness that is teh K0V. Unfortunately, due to a few setbacks, the last few weeks of Dev. Blogs have had to be cancelled at the last minute. So, I promise this week's will be as full of information as I can make it!

Getting started, STAFF UPDATES! We have 4 new members to the team, and one returning face, whom we all <3. The four newbies are Proudly, 2D/3D Promotional Artist, Silent_Paws, 2D Promotional Artist, Muzzoid, Conceptual Artist, and Anthrax (Ant`), writer. The returning member is none-other than Dark, Head of the Modeling Devision/Modeler. With these additions to the team, expect the workflow to improve as we get more and more done.

show you, plus one from your's truly. The first two are some wallpapers that Proudly and Silent_Paws have put together.

Here they are:
Proudly's Work

Silent_Paws's Work:

Expect a full set of resolutions soon; I'm working on getting them all hosted by our beloved Webmaster TomatoSlayer.

Up next we have Muzzoid's concept art of one of the Tardigrades (working name for the aliens).

He occupies a bit of an Administrator's role in commanding the vast armies of the Tardigrades', which is why he doesn't seem quite Combat Ready. Don't expect to run into these guys all too often, but when you do, he will pack a punch.

And finally we have my own final draft of the Earth Republic's logo/flag.

In other news we are working on getting the ModDB page updated, expect it to be finished up sometime within the week, and hopefully we'll also have some of Anthrax's work to show off as well. Also expect a model from NiCKLESS, and hopefully another logo, it all depends on many factors. And finally, if I'm not mistaken we'll have some more concept art from Muzzoid along with another model from Foe. Nothing is final as of right now though, so this may change.

Anyway, thanks for reading guys. Next week's Dev. Blog, as of right now, is on schedule, so look forward to it.

And be sure to register at our Forums here.

KOV out.

Journal 3

Quote:

Hello, hello! It's been a while since we've shown you guys some goodies from us at SunArt. Well, we have a plethora of news to entertain you with.

The most striking news we have for you is....

Wait for it..

...I completely and utterly broke the forums! Yup, I was looking for some new styles to apply to our drab little bulletins, and wouldn't you know it, it worked about as well as a hang glider in a vegan restaurant (don't ask). There's nothing I can do about it unfortunately. But not to worry, I'm sure our host can get them up and running soon. I hope...

Anyway, since our last little bit, we had said that there were some promotional wallpapers for you folks that were made by Proudly and Silent_Paws. You can pick those up at <http://sunart.ktserv.com/media.php>. There are 800*600, 1024*768, 1152*864, and 1280*1024 versions up for grabs, or you can get all four in a zip archive if you wanted to.

Meanwhile being busy staring at your new wallpaper, take some comfort in knowing that Anthrax is finishing up the story. When he's done, it'll probably be around that time to take a break from looking at that fancy picture on your computer screen to be updated on that.

To add to the pretty wallpapers, we have some more concept art from the amazingly talented muzzoid. Here, we have pictures of the Earth Republic artillery.

Closed:

Deployed:

As you can see, these concepts are really great work. I mean, I would just slap those on two dimensional models and play like that if I had the chance. But, you know, that wouldn't be too fun, would it?

Well, I hope this satisfied any hunger for our (late) development journal. For now, I must drift into unconsciousness. Until next time! ^^

So, a quick recap:

-Mod for Renegade.

-Needs extra employees (modelers, texturers, etc.)

-Wiki is <http://sunartwiki.pbwiki.com/>

-Sunart main page is <http://sunart.ktserv.com/index.php>

-We have a forum, but Tomatoslayer broke it. Bad Tomatoslayer.
