
Subject: Re: C&C Plastic Revolution

Posted by [N1warhead](#) on Tue, 01 Jul 2008 14:57:29 GMT

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Sn1per74* wrote on Tue, 01 July 2008 08:44 You might wanna get this out pretty fast... if you take too long nobody will be left in Renegade to try it. =/

We will try our best to do it in a timely fashion.

One thing about me is I am a SUPER FAST modeler, so the modeling and maps wont take long to build at all, I just need Skinners, and model boners to help.

I can bone guns, and vehicles, but I can't do Characters yet.

But I am trying to get us a team so I don't have to do everything by my self again.

Right now I am doing (Level design, weapon design, Vehicle design, Emitters, animations, misc level object creation, planning, story line compilation with in-game gameplay, and more.) As we can all tell I have way to many jobs, I would like to keep it down to only making maps, but with no team = more work for me and Lone.

All Lone is gonna do is do the level edit stuff, which I can do, but he's going to do it sense that is his job on the team.
