Subject: Re: Dead 6 - Renevo Announcement Posted by Dante on Tue, 01 Jul 2008 20:28:01 GMT View Forum Message <> Reply to Message

Thanks for all the words, both this and that, I thouroughly expected the negativity, as it is a part of failing.

In my modding experience, with all the games I have modded over the last few years under the guise of RenEvo, have probably released close to 25+ utilities, mini-mods, models, textures, and code.

I don't want to bring up a list, as it shows just how ADD I can be sometimes, while focus was an issue with Dead Six.

I gave it a go, worked with a few other Total Conversions (not all for Renegade, and not all under Dante), few successful ones, few failures, and I have to say that the amount of things that I learned from modding has been worth the failures and the successes.

Met great people Learned a lot of programming areas I would never touch on normally at work (graphics programming, binary programming, etc...) Developed my writing skills quite a bit Learned to do basic concept art (working on fleshing it out more) Learned to do basic texturing work (working on being better) Learned to do intermediate architectural modeling (always working on this one) Got to meet some great people in the gaming industry (EA, Blizzard, Crytek, Activision, Westwood, Petroglyph, Sega, Valve) Got to attend E3 while it was still a media showcase Got to visit some game studios in the Southern California area

It was a huge treat to work on this mod, and RenEvo will continue to survive, releasing utilities and mods for various game engines. http://www.wiisis.com is an example of one of our latest releases, as well as a Flow Graph plugin system for CryEngine 2.

I do apologize again, to all those that stuck in there (Try_Lee was a super trooper, really) waiting for this mod, only to be upset that it ended.

For those that expected this, look down on what I have done, think that I really haven't "done much", or "who cares", you have your opinions, and you are entitled to them, I won't argue with you otherwise I lose my own right to my own opinions by saying yours are wrong.

Good Luck ~Dante