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Subject: Re: Nod Turret

Posted by [Aircraftkiller](#) on Wed, 18 Jan 2012 04:13:49 GMT

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Holy shit, C4Miner? You just come out of the blue like that? I was wondering where you went. PM me sometime, we have things to discuss. To answer your query:

There's a project I've been working on for a while that I'm doing purely for enjoyment, but I intend to put it into Renegade as I finish each part of it. I'm taking the original C&C95 designs and putting them into Renegade with an art direction that attempts to make them look like real world objects, with realism as an emphasis in the texture details and unit insignia, etc. Noddingham is the final unreleased Renegade level that I haven't finished yet. I figured I should release it since I owe that much to Mike (the guy who created Islands), whom I owe a lot of my current career ambitions to because of his help when I was just starting out in Renegade.

To further answer your query, I've designed all of this work so it's easily portable to other engines. For example, compare the Mammoth I built in a Renegade-style light environment here versus the same vehicle inside of UDK, with normal maps, specularity, etc: