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Subject: Re: RenegadeX

Posted by [JeepRubi](#) on Mon, 20 Jan 2014 03:51:31 GMT

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Aircraftkiller wrote on Sat, 18 January 2014 14:07

I'm not nagging about the gameplay as much as I am about the graphics, and that's always been a constant thread with me. It doesn't look like C&C. It looks like Unreal mixed with CoD mixed with Battlefield. The visual style is blah. There is \*nothing\* distinctive about it. If you guys like that, then hey: Have fun playing it.

Yes, you got us. I admit that a game developed over a span of nearly eight years, with contributions from a few shy of one hundred artists of varying skill may not have a superior visual style to that of a blockbuster game (see Unreal Tournament, Call of Duty, Battlefield), or as coherent an art style of yet more past and present commercially available titles.

While I see you perceive an issue with the quality of the feedback that the c&c community provides to the developers of various projects, in the form of blind fanboyism and compliments, I find you consistently provide an equal counterbalance of un insightful criticism and judgement. Why then, in your infinite wisdom, do not you provide us with constructive feedback on specific issues that you feel need to be addressed instead of making vague blanketing claims such as "It doesn't look like C&C." and "The visual style is blah.".

I realize you are (or claim to be) a busy man, but your presence on these "dead" forums, and persistent postings bashing our visual style seem to suggest otherwise. If you could take a small amount of time out of your allegedly busy schedule to provide us some insight into what specifically makes our project "a forgettable game with no striking visual style", as well as what you feel we could do to remedy these issues, it would be greatly appreciated.

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