Since nobody else has bothered to say it in the last year, I figure I will just say it... why exactly are you still continuing this project?

I completely understand wanting to just do a little personal mod on the side, mess around with making some models, drop them into the game and see how they work, and eventually make something interesting for you to play against bots or with a couple of friends. I do that all the time, as a matter of fact most of my mods never see publicity simply because I don't really bother to go all-out and dedicate the time to bring them up to the level of visual quality that the public demands.

I'm not going to sugarcoat it: your project looks like a "just one guy dicking around in 3DSMax" sort of project. There is nothing wrong with that if that is indeed the case, but you say that you have gotten a team of artists involved in this. There's a couple of reasons why that is bad, not the least of which is the fact that you hired some pretty average artists.

First thing's first, I think your decision to make this mod on the Unreal engine was a rather misguided one, because it completely changes the purpose and direction of your project. According to your first post, this was supposed to be a graphical change, nothing more than making Renegade look a bit more like the authentic Tiberian Dawn source material than it does with the stock graphics. In my opinion, there's nothing wrong with a simple mod that aims to touch up the game's models or take the art style in a slightly different direction.

That all changed when you decided to go with the Unreal engine. Because of that decision, nobody really can't tell what exactly your goal is. By taking this into the Unreal world you have effectively changed this project from a simple graphics/art style change to a full-blown total conversion, throwing out all of the built-in CNC features of the Renegade engine and choosing to implement them yourself in the UT3 engine.

There are three problems with that decision. The first is pretty straightforward: there is a clear lack of the experience and knowledge necessary for someone to lead a total conversion project like this. It doesn't seem like you have any context as to the work required to get the gameplay of CNC to function in the UT3 environment. It took the Renegade X guys years on that part alone.

That brings up the second problem: there's already a mod that did what you're trying to do. By switching to Unreal, you have put yourself in direct competition with Renegade X, and at this point, I'm going to be honest, I don't see you ever competing with the incredible stuff those guys are doing.

Not even mentioning that though, the other problem I see is that you're kind of approaching this backwards. All I see right now is a bunch of completely useless UDX assets; there is no indication whatsoever that you have begun to work on the actual gameplay of the mod, which should always come before pretty visuals. Get some basic placeholder graphics in the game and start figuring out how to actually implement the CNC gameplay of destructible buildings, purchase terminals for buying characters and vehicles, the tiberium harvesting system and credits, and superweapon

beacons. Once you have at least that much of the game fleshed out, then you can start revisiting the graphics of the game.