
Subject: Project Red Alert 2

Posted by [Anonymous](#) on Sat, 05 Oct 2002 14:09:00 GMT

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not true!YR modding is the easiest and most unique

Subject: Project Red Alert 2

Posted by [Anonymous](#) on Sun, 06 Oct 2002 00:31:00 GMT

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Well,hi yall!! am back from RA2MODDING for a while to tell ya something and to ask ya something!In the RA2MOD community i have started a mod for Yuri's Revenge to turn it in what was Red Alert 2 a few months before it`s release with Yuri`s Revenge features.Everything was great and all was going fine untill me and my team came to a DEAD-END.And that Dead-End is called "buildings from scrach".We managed to convert all buildings from pre-released screenies (2D-so its easier) but i came to a Concept art of some stuff that we cant convert due to the....well the wrong angle and no colors and stuff....so after some tihnking i came to this conclusion-WE NEED A 3D Modeler!Thats why i am asking ya to join my small team for a part-time job and do exactly 8 buildings in g-max/3DS max.To join - themadivan@abv.bgPost comments and questions here or at THE PROJECT RED ALERT 2 FORUM!

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Posted by [Anonymous](#) on Sun, 06 Oct 2002 00:45:00 GMT

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Remember, it's a mod or a modification, not a MOD or MODDING.

Subject: Project Red Alert 2

Posted by [Anonymous](#) on Sun, 06 Oct 2002 00:47:00 GMT

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RA2 yuri \$ucked.
