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Subject: Need Staff

Posted by [blackhand456](#) on Fri, 28 Jan 2005 03:29:12 GMT

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Are there anymore skimmers, mappers or modelers out there? that aren't already working on a mod, and are good??? Cause i need some.

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Subject: Need Staff

Posted by [Panther](#) on Fri, 28 Jan 2005 03:57:23 GMT

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I wouldn't count on it. The days of renegade modding are really over now. Most graphic artists have moved on to the Source engine.

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Subject: Re: Need Staff

Posted by [kirby651](#) on Fri, 28 Jan 2005 05:10:56 GMT

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blackhand456Are there anymore skimmers, mappers or modelers out there? that aren't already working on a mod.

Yes, me

blackhand456and are good???

No, not me

If you want some shape or less complex model, PM me and i will see what i can do but it wont be quality if its to complex. I have only been modeling for a year now.

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Subject: Need Staff

Posted by [htmlgod](#) on Sun, 30 Jan 2005 12:48:59 GMT

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If you want to start a mod, the best thing to do is learn to model/texture yourself, and then begin production. People will be reluctant to join your team until they see that you are serious about what you're doing, and determined to do it, even alone if necessary. But in any case, there aren't very many recruitable modders left in this community; the few people that do have the talent and desire to work on mods already are. If you want to make a mod, you should shift your focus to a different game, or plan on making a mod that can be completed by one person.

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Subject: Need Staff

Posted by [Jecht](#) on Sun, 30 Jan 2005 23:23:25 GMT

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oye, he means texture artists. Thats wut you guys call em right?

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Subject: Need Staff

Posted by [blackhand456](#) on Mon, 31 Jan 2005 13:07:51 GMT

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we got tired of all the renegade being old bullshit so we've switched to half-life 2...

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Subject: Need Staff

Posted by [Jecht](#) on Mon, 31 Jan 2005 15:53:53 GMT

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ya Source + Havok pwns.

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