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Subject: C&C Apocalypse Riseing  
Posted by [cfehunter](#) on Wed, 08 Feb 2006 20:57:03 GMT  
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Ok first off, introductions

I'm CFEhunter, i've been active in the community for years but havnt been on the main renegade forums before today.

The mod is for ren, it's an RA2 TC mod (excluedeing yuri due to engine issues)  
For those of you who may have already guessed it, yes this is the old untold team, with a little extra help, however we scrapped untold due to community reaction.

Back to the point...

Site can be found at (link fixed) <http://apocriseing.byethost6.com>  
the site has just started so the forums are a little empty, please take a look people

Team and needs,  
Firstly we have alot of very nicely done models and some sounds.

However we have no experienced skimmers and we desperatly need an unwrap artist  
  
thanks for reading.

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Subject: Re: C&C Apocalypse Riseing  
Posted by [Spice](#) on Wed, 08 Feb 2006 21:14:56 GMT  
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I'm not sure if I linked this to you yet but here is an excellent UVW mapping tutorial.

[http://waylon-art.com/uvw\\_tutorial/uvwutut\\_01.html](http://waylon-art.com/uvw_tutorial/uvwutut_01.html)

Anyone can learn to UVW map by that tutorial, it gives all the needed information. You might find some conflict if you are usng version eight of 3D Studios max though.

I'm avaiable on MSN to answer some questions.

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Subject: Re: C&C Apocalypse Riseing  
Posted by [cfehunter](#) on Wed, 08 Feb 2006 21:21:35 GMT  
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thanks again ex. I'll edit the post not to include that part.. however a UVW mapper would still be nice

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Subject: Re: C&C Apocalypse Riseing  
Posted by [cmatt42](#) on Wed, 08 Feb 2006 22:44:59 GMT  
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Rising. Not 'Riseing'.

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Subject: Re: C&C Apocalypse Riseing  
Posted by [cfhunter](#) on Wed, 08 Feb 2006 22:48:42 GMT  
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i know my spelling sucks... i edited the site banner last night  
all other things will be changed after i've finished posting the news. as for the site url, i cant  
change it...

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Subject: Re: C&C Apocalypse Riseing  
Posted by [rm5248](#) on Thu, 09 Feb 2006 00:44:30 GMT  
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What models do you have so far? I \*might\* help out with the 3D modeling if you need help.

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Subject: Re: C&C Apocalypse Riseing  
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 09 Feb 2006 00:49:08 GMT  
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My former Renegade Revived team (dead Ren mod based on a Renegade 2)has given C&C  
Apoc Rising all of the stuff. That includes a Weapons Factory, Helipad, Barracks, Flak Cannon,  
Pistol, MiG, and a few other goodies.

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Subject: Re: C&C Apocalypse Riseing  
Posted by [JeepRubi](#) on Thu, 09 Feb 2006 01:35:07 GMT  
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Page Cannot be found.

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Subject: Re: C&C Apocalypse Riseing  
Posted by [rm5248](#) on Thu, 09 Feb 2006 02:16:28 GMT  
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Jeep Rubi wrote on Wed, 08 February 2006 19:35Page Cannot be found.

Copy and paste the link-- it doesn't go to the web adress shown.

Or, just click.

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Subject: Re: C&C Apocalypse Riseing  
Posted by [cfehunter](#) on Thu, 09 Feb 2006 17:51:47 GMT  
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i've fixed the link, sorry about that. ok models, we've got quite alot now, we have \*full list\*

Buildings

All externals done, need some internals and textures.

Veichles

Prism Tank, Tesla Tank,V3, Rhino, Apoc, IFV (rocket), Allied and soviet hover crafts, Tank Destroyer, black eagle, harrier,Flak Track, Demo Truck, Mirage tank and the grizzly.

Infantry

None so far

Weapons

P-22 Pistol,Crazy Ivan bomb.

Stuff i've been promised

Kirov, Aircraft carrier, dreadnought, Chronosphere, Weather Storm Generator, Nuke silo.

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Subject: Re: C&C Apocalypse Riseing  
Posted by [BlazeDragon](#) on Sat, 11 Feb 2006 22:00:10 GMT  
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Who's the leader?or someone I can get in contact with via msn or aim.I might have a few things I can help with,or that you can use.

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Subject: Re: C&C Apocalypse Riseing  
Posted by [Kamuix](#) on Sun, 12 Feb 2006 02:03:16 GMT  
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Its nice to see. What ever happend to RA2 Vengence anyway?

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Subject: Re: C&C Apocalypse Riseing  
Posted by [cfehunter](#) on Wed, 15 Feb 2006 04:56:23 GMT

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KGB left.....

Anyway, i'm the leader, OWA is co leader. My MSN is peteellsum@aol.com and the site has moved to here

we're still in the process of makeing the homepage but there's a link to the forum on the temporary one, enjoy and remember to post, it all works this time i promise

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Subject: OK

Posted by [Tankkiller](#) on Fri, 17 Feb 2006 03:41:29 GMT

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O.....(yawn).....K. since i couldnt start a mod like this join the mod like this I have map abilitys and skinnig abilitis

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Subject: Re: C&C Apocalypse Riseing

Posted by [Daze](#) on Sat, 25 Feb 2006 14:10:14 GMT

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Lookin' pretty awesome.

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Subject: Re: C&C Apocalypse Riseing

Posted by [Axel\\_Snog](#) on Sat, 25 Feb 2006 14:29:09 GMT

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I had a look through my old backups and found some old Vengeance models I have that I don't think other people have given to you.

What we've got is a character model which I think was to be made as a Soviet Officer model from a guy named ScreaminBubba, and then a Nighthawk chopper made by ScreamingCricket from like early 2005.

I whipped up a couple of quick renders taken from max. If you're interested, let me know and I'll hook you up with the files.

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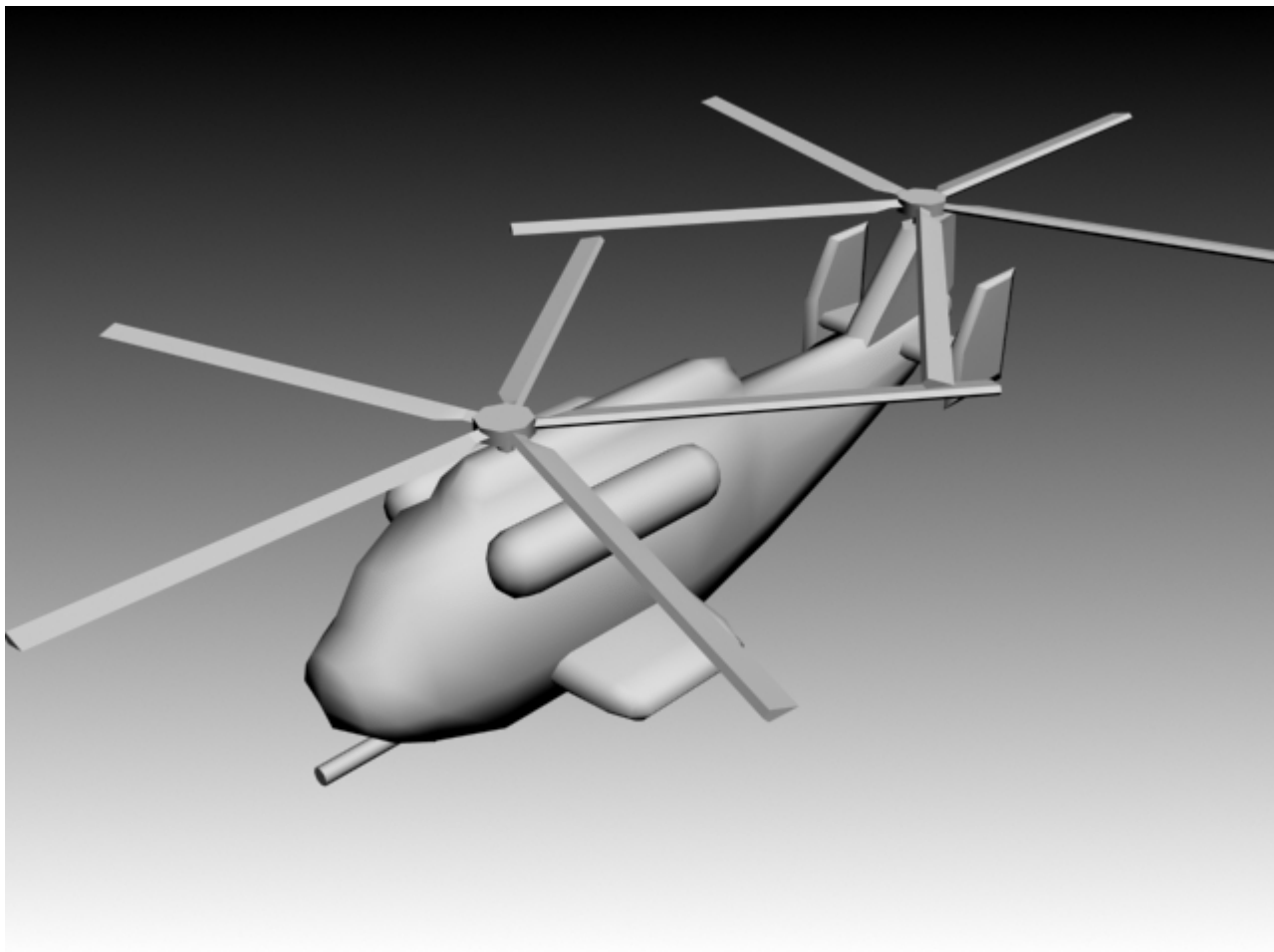
File Attachments

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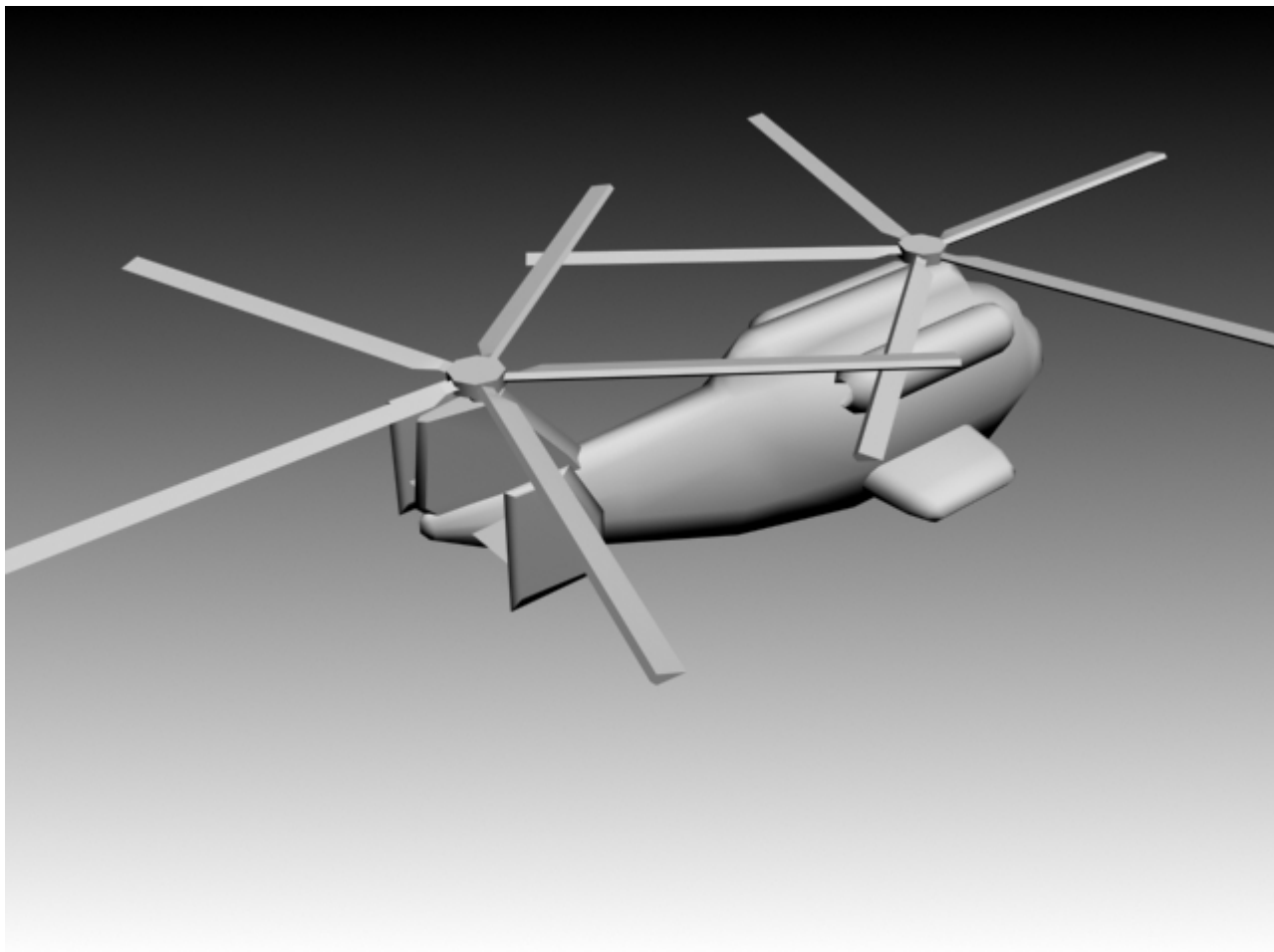
1) [Soviet Officer 4.jpg](#), downloaded 777 times



2) [Nighthawk.jpg](#), downloaded 793 times



3) [Nighthawk 2.jpg](#), downloaded 800 times



4) [Soviet Officer.jpg](#), downloaded 797 times



5) [Soviet Officer 3.jpg](#), downloaded 800 times



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Subject: Re: C&C Apocalypse Riseing  
Posted by [Mad Ivan](#) on Sat, 25 Feb 2006 22:12:05 GMT  
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love the officer

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Subject: Re: C&C Apocalypse Riseing  
Posted by [Coolrock](#) on Sun, 26 Feb 2006 03:51:23 GMT  
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They look awesome =)

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Subject: Re: C&C Apocalypse Riseing  
Posted by [Spice](#) on Sun, 26 Feb 2006 07:13:20 GMT  
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There was also an awesome tanya model, I don't believe it was textured.

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Subject: Re: C&C Apocalypse Riseing

Posted by [Oblivion165](#) on Sun, 26 Feb 2006 15:09:05 GMT

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Every URL i try is 404

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