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Subject: Renegade 2007

Posted by [NE]Fobby[GEN] on Wed, 14 Feb 2007 15:02:59 GMT

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I wanted to report a new mod in town. A couple months ago, we sent in a "hype" collage of pictures. 2 weeks ago we revealed ourselves, and this new project. It's called Renegade 2007.

Renegade 2007 is a total-conversion mod for Unreal Tournament 3, intended to convert the game to the C&C: Renegade universe. The plan is to recreate the original renegade look and feel- including it's unique multiplayer style-, in the next generation UE3 engine.

The new UE3 engine is probably the only engine capable of remaking a complete "C&C Mode" within an FPS. Since UE3 is arguably one of the best engines ever made, it gives modellers the advantage of exaggerating polygon counts, as well as almost limitless coding possibilities. It's almost as if the engine was meant to be modded- Making it perfect for our project. All of the models will be recreations in high polygon forms, and of course, retextured.

Our whole team has been recruited from the C&C Community, and all of which have been inspired to join by the original C&C Renegade game. Our members all have years worth of experience in previous mod projects on different engines. The team was started on March 16th, 2006, however the lead developers of this mod have been preparing for years.

Check out our website at [www.renegade2007.com](http://www.renegade2007.com)

Our Mod DB account is up, <http://mods.moddb.com/8709/renegade-2007/>

By registering on the forums, you can check out our Live WIP, General, FAQ, and Off-topic section.

The mod is still looking for unwrappers, texture artists, coders, and character modellers.

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Subject: Re: Renegade 2007

Posted by [ballstein](#) on Wed, 14 Feb 2007 16:42:32 GMT

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Sweet Fobb's, i'll definately check it out.

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