
Subject: Starcraft mod?

Posted by [jamiejrg](#) on Sun, 11 Mar 2007 03:31:25 GMT

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Who here like Starcraft enough to make a mod for renegade based on it. I thin it's almost a peffect game for it. It has been out long enough that there is all sorts of fan art available. THat would make modeling a breeze. The terrain is ez enough. Ther are PLENTY of units to choose from.

To name a few

GDI is replaced with Terran. (the human race in the starcraft univers)

INfantry

minigunner - marine

grenader - firebat

engi - medic (weak)

shotgunner - shotgun marine

havoc - ghost

That's all i could think of off the top of my head right off the bat but thier are special characters that could make appearances. Jim rayner for example.

Vehicle

Medtank - siegetank

mrl - goliath

apc - vulture

orca - wraith

trans heli - shuttle

hummer - scv

Then nod would turn into zerg (THE BUGZ)!!

Infantry

Minigunner - zergling

flametroop - scourge

Ok, ok i dont want to sit here and name off all the protential replacement. Let's just say they are definatly there. And there would be alot more air combat.

The buildings are pretty much self explanatory. I think it would a frig'n sweet mod lol.

What do you guys think?

Subject: Re: Starcraft mod?

Posted by [FireRescue343](#) on Sun, 11 Mar 2007 23:27:51 GMT

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that would be #!#\$@% awsome i LOVE SC but i dont know how to make the mods

Subject: Re: Starcraft mod?

Posted by [icedog90](#) on Sun, 11 Mar 2007 23:30:22 GMT

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Blizzard would stuff it.

Subject: Re: Starcraft mod?

Posted by [FireRescue343](#) on Sun, 11 Mar 2007 23:32:53 GMT

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what do u mean by that?

Subject: Re: Starcraft mod?

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 12 Mar 2007 00:21:37 GMT

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"Cease and Desist"

Subject: Re: Starcraft mod?

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 00:24:35 GMT

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I wasn't surprised that this is going to be a mod (beings so many people still play it) actually it seems almost more surprising to me that it hasn't been made before.

Subject: Re: Starcraft mod?

Posted by [FiresFriend64](#) on Tue, 13 Mar 2007 04:42:29 GMT

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copyright infringement... but seems to me they could care less about starcraft, all their works going into WoW...

Subject: Re: Starcraft mod?

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 13 Mar 2007 05:03:36 GMT

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Not really. Starcraft is still by far Blizzard's most successful title, and they're still releasing patches for it almost a decade later.

Subject: Re: Starcraft mod?
Posted by [icedog90](#) on Tue, 13 Mar 2007 06:03:25 GMT
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Every Starcraft mod I've heard of has been stuffed by Blizzard.

Subject: Re: Starcraft mod?
Posted by [Sn1per74*](#) on Tue, 13 Mar 2007 14:53:08 GMT
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Instead of Zerg maybe change it with Protozoa? They have alot more units and stuff.

Subject: Re: Starcraft mod?
Posted by [Jerad2142](#) on Tue, 13 Mar 2007 17:13:59 GMT
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icedog90 wrote on Tue, 13 March 2007 00:03Every Starcraft mod I've heard of has been stuffed by Blizzard.
This explains why I haven't seen any before.

Subject: Re: Starcraft mod?
Posted by [FireRescue343](#) on Tue, 13 Mar 2007 20:09:27 GMT
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Sn1per74(2) wrote on Tue, 13 March 2007 08:53Instead of Zerg maybe change it with Protozoa? They have alot more units and stuff.

that would be a good idea because the terran have a lot of things too and with the protos (they have a lot to) people would probably have more fun (unless its some strange death match somehow someone could make a zerg mod for that).

Subject: Re: Starcraft mod?
Posted by [jamiejrg](#) on Wed, 14 Mar 2007 16:19:14 GMT
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Bizzard would stuff it?! Crap... but I stil think that it would be a super sick mod. I stil play sc and i love it to death.

Subject: Re: Starcraft mod?

Posted by [FireRescue343](#) on Wed, 14 Mar 2007 20:43:55 GMT

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same

Subject: Re: Starcraft mod?

Posted by [jamiejrg](#) on Thu, 15 Mar 2007 00:15:19 GMT

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I made a siege tank anyways! This is based of the one in SC:Ghost so it might look a little different then the one in BW

Btw, Making vehcs is uber fun and ez. I urge you guys to try it out.

Jamie

Subject: Re: Starcraft mod?

Posted by [FireRescue343](#) on Thu, 15 Mar 2007 01:11:42 GMT

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holy crap thats awesome!!!!!!!!!!!!!!!!!!!!!!

Subject: Re: Starcraft mod?

Posted by [jamiejrg](#) on Thu, 15 Mar 2007 01:46:12 GMT

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lol thanks, i was screwing with it alot before i took those screens that's why the size isn't exactly right. Idealy it would be about the size of a mammoth tank.

Again, this was a big learning experience for me when it comes to moding. For this particular model i made it 2 wheel (tread) drive. I see now that it proly would have been a better idea to make it 4 wheel drive.

On another note, i really enjoy making vehcs. More than weapons anyway.

So, if looks like the sc mod won't happen becuase of blizzard apparent hate for us modders lol. But, i'll keep modding!

edit I'm going to email bliz and see what i get back.

Subject: Re: Starcraft mod?

Posted by [FireRescue343](#) on Thu, 15 Mar 2007 22:28:05 GMT

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i wonder..... could u make soldiers differently? like gdi soldier sc marine

Subject: Re: Starcraft mod?

Posted by [jamiejrg](#) on Thu, 15 Mar 2007 22:32:03 GMT

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Yes i could, but check this out.

|

Direct Quotation from blizzards website V

"Can I write novels, screenplays, theatrical productions or other adaptations based on your games?"

No. Blizzard Entertainment® reserves the right to extend and expand our properties to other media. We want to provide a consistent story and universe for our customers, and want to ensure that only the highest quality, officially licensed and approved material is created based on our characters and other creative properties."

So legally, I can't continue basing models off of sc and distributing them.