
Subject: Plastic Revolution

Posted by [N1warhead](#) on Wed, 22 Oct 2008 02:39:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is where all the Plastic Revolution will now be spoken at.

I am now installing all my software and will start working on it tomorrow when I get off at work at 11 A.M. I would start tonight but I gotta get ready for work at 2 A.M. and it's almost 11 P.M. now. so Gotta get a couple of hours of sleep .

But it's official, I am now starting this baby up again.

I will purchase a website for it tomorrow as well as soon as I get home!!!!

So be prepared for the REVOLUTION!!!!

Subject: Re: Plastic Revolution

Posted by [Mauler](#) on Wed, 22 Oct 2008 08:07:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Plastic Revolution

Plastic Revolution puts you directly in the boots of a Toy soldier, based upon the green Army Men toys. PR will put directly on epic battlefronts ranging from hotstove tops,sandboxes,dark basements,bedrooms and much more..

Ok guys me and N1Warhead are starting up this Mod once again.

I have joined it because of my passion to Mod and for the sheer enjoyment in playing with Army men . Anyways myself and Warhead will be heading this Modification but were are in need of new staff for this project, because i can't do everything that needs to be completed and warhead has already shared what area he would like to work in so with that being said we currently have positions available in the following areas

Modelers

Sound Artist

Level Editor

Character/Weapon Rigging

Alpha/Beta Testers

If you think you got what it takes PM me for desired position and will work from there.

And our site and forums are expected to be completed soon and will be posted here once we have everything setup and completed for new fans to enjoy our progress!!

Subject: Re: Plastic Revolution
Posted by [mr£ÄŞÄ-z](#) on Wed, 22 Oct 2008 17:12:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [M4A1_Plastic.jpg](#), downloaded 1299 times



Subject: Re: Plastic Revolution
Posted by [mr£ÄŞÄ-z](#) on Wed, 22 Oct 2008 17:14:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Texture will be changed, to add more details

Subject: Re: Plastic Revolution
Posted by [Di3HardNL](#) on Wed, 22 Oct 2008 17:31:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damn, nice weapon madrackz

Subject: Re: Plastic Revolution
Posted by [ErroR](#) on Wed, 22 Oct 2008 17:47:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

hey mad u could sell ur models on turbosquid

Subject: Re: Plastic Revolution
Posted by [N1warhead](#) on Wed, 22 Oct 2008 22:49:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good stuff Mauler! .

That's a nice M16, it just looks like it's filled with Polys.
How many is there?

Subject: Re: Plastic Revolution
Posted by [Di3HardNL](#) on Wed, 22 Oct 2008 22:54:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

he already stated on his screenshot 576 polygons

Subject: Re: Plastic Revolution
Posted by [N1warhead](#) on Wed, 22 Oct 2008 23:01:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh I didn't even notice lol, I was just too busy looking at the gun .

Subject: Re: Plastic Revolution
Posted by [Mauler](#) on Thu, 23 Oct 2008 01:54:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Great news guys,

Our website is complete. We HAVE A HOME!!!, anyways you can visit our Official website @ www.PlasticRevo.com. Site is undergoing some changes but won't be to long till its setup nicely .
Alright guys go on over to PlasticRevo.com now soldier!!.

Subject: Re: Plastic Revolution
Posted by [MGamer](#) on Thu, 23 Oct 2008 04:16:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

I suck at modeling.....i never get the inspiration anyway i can model legos and plastic stuff with low poligons

Subject: Re: Plastic Revolution
Posted by [mr£ÄŞÄ-z](#) on Thu, 23 Oct 2008 14:44:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

I always make low Poly Models

Subject: Re: Plastic Revolution
Posted by [GEORGE ZIMMER](#) on Thu, 23 Oct 2008 22:39:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not really, your first 5 or so were 57395739753 poly's, lol.

As for that M4, work on it. It's too... I dunno, fat? To be an M4. Even a plastic one, lol.

Subject: Re: Plastic Revolution
Posted by [N1warhead](#) on Fri, 24 Oct 2008 06:15:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

We now have implemented a Soundtrack area in the downloads section on our site.

You can download soundtracks from all your past and present games alike!

The section is in constant update there's only a few soundtracks on there now.

I'm uploading Halo right now.

www.plasticrevo.com

I hope you all enjoy this newly featured section of our site.

Members can only download the SoundTracks
So sign up and enjoy your rights as a member of the Revolution!!!!

Subject: Re: Plastic Revolution

Posted by [mr£ÄšÄ-z](#) on Fri, 24 Oct 2008 13:17:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cabal8616 wrote on Thu, 23 October 2008 17:39: Not really, your first 5 or so were 57395739753 poly's, lol.

As for that M4, work on it. It's too... I dunno, fat? To be an M4. Even a plastic one, lol. Yeah i always forgot to Convert my first weapons to Editable Pol, and thanks for the Scaling idea, i always scale down my models down when they are 100% finished

Subject: Re: Plastic Revolution

Posted by [N1warhead](#) on Sun, 26 Oct 2008 01:00:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have just now finished modeling the Tan Armies special vehicle .

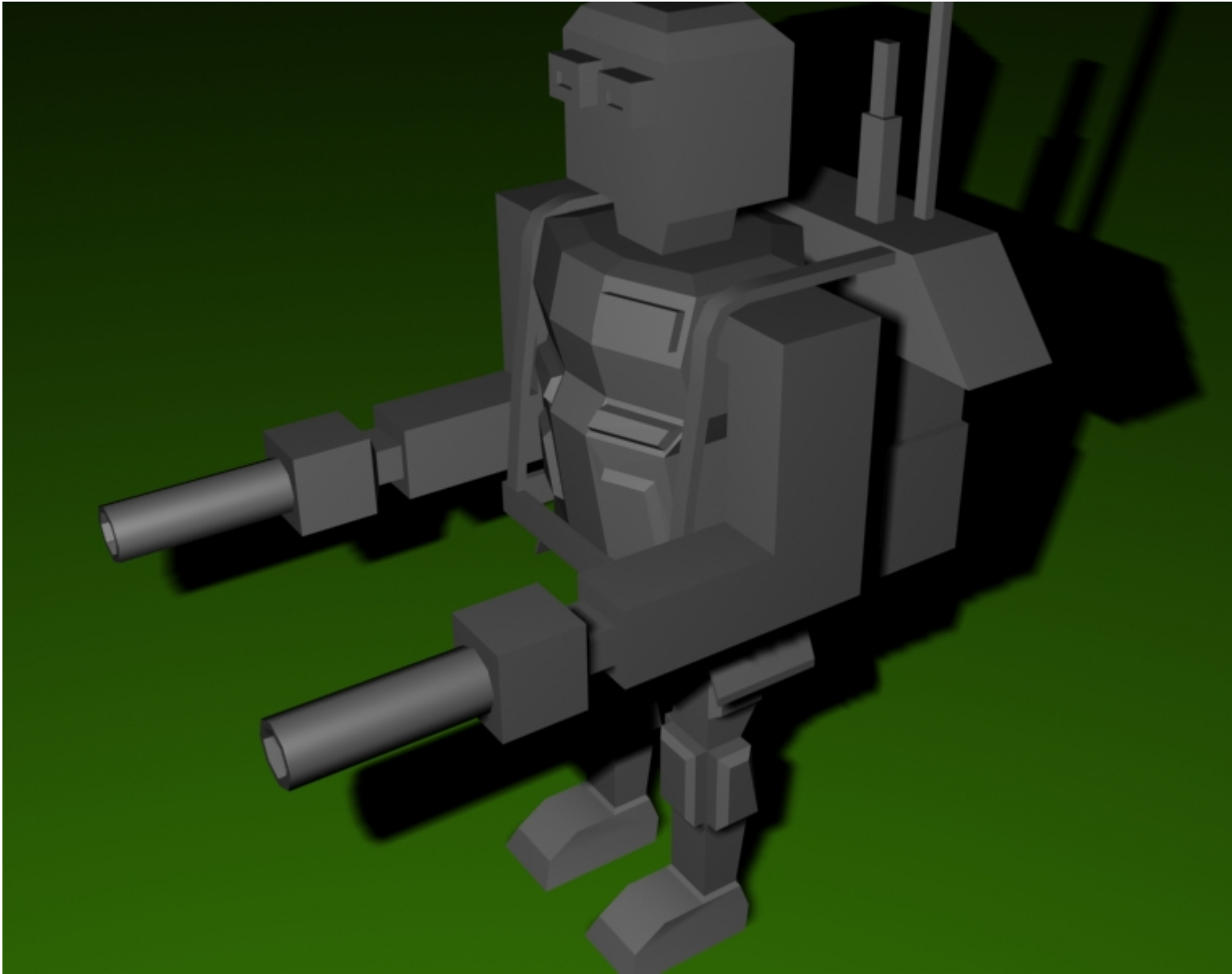
It's a Giant Robot that can crush people or shoot out giant laser beams .

Tell me what you all think .

I think it looks pretty good. The Robot will be like way taller than the small soldiers running around so better watch your back, you might get crushed .

File Attachments

1) [RobotRender.Jpg](#), downloaded 544 times



Subject: Re: Plastic Revolution
Posted by [Di3HardNL](#) on Sun, 26 Oct 2008 08:14:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks cool

Subject: Re: Plastic Revolution
Posted by [mrÄ&AŠÄ-z](#) on Sun, 26 Oct 2008 09:28:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks like a robot x'D

Subject: Re: Plastic Revolution
Posted by [LR01](#) on Sun, 26 Oct 2008 12:48:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cool

Subject: Re: Plastic Revolution
Posted by [samous](#) on Sun, 26 Oct 2008 20:24:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

awww... it should of been a gaint magnifying glass, lol. Still, the robot is cool.

Subject: Re: Plastic Revolution
Posted by [Gen_Blacky](#) on Sun, 26 Oct 2008 20:40:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

magnifying glass as base defenses 0_o

Subject: Re: Plastic Revolution
Posted by [N1warhead](#) on Mon, 27 Oct 2008 00:58:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hehe thanks guys .

Hehe that's a good idea , a magnifying glass as base defense for tan army .

Subject: Re: Plastic Revolution
Posted by [MGamer](#) on Mon, 27 Oct 2008 02:09:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

and a fucking big slingshot for the green team?

Subject: Re: Plastic Revolution
Posted by [samous](#) on Mon, 27 Oct 2008 04:18:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol, that would be one hell of an artillery lol!
But, i think that would be a little un-realistic (plastic army men style). just let N1warhead think about it... he (and Mauler) will decide soon.

Subject: Re: Plastic Revolution
Posted by [N1warhead](#) on Mon, 27 Oct 2008 12:17:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've finished a sample song of the main menu if you would all like to hear it.

This is not an official song unless you all like it.
I think it's good. Tell me what y'all think.

Thank you,
N1warhead

File Attachments

1) [MenuSongg.mp3](#), downloaded 481 times

Subject: Re: Plastic Revolution
Posted by [N1warhead](#) on Mon, 27 Oct 2008 12:18:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

N1warhead wrote on Sun, 26 October 2008 18:58Hehe thanks guys .

Hehe that's a good idea , a magnifying glass as base defense for tan army .

Hehe that's a bit out there lmao lol. But I will talk to Mauler about that as well.

It's not really likely, but I will ask him for his opinion.

Subject: Re: Plastic Revolution
Posted by [samous](#) on Mon, 27 Oct 2008 19:19:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

it's good, but there is a big gap (no sound) from time 35-41.

two thumbs up.

=samous

Subject: Re: Plastic Revolution
Posted by [N1warhead](#) on Mon, 27 Oct 2008 21:51:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

samous wrote on Mon, 27 October 2008 13:19it's good, but there is a big gap (no sound) from time 35-41.

two thumbs up.

=samous

Thanks .

yeah I noticed that, ldk why my FL studio did that lol.

Probably something with the exporting I am doing wrong.
But I will definitely look into it .

Subject: Re: Plastic Revolution
Posted by [N1warhead](#) on Tue, 28 Oct 2008 11:35:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Com Rads in arms!

We have created the new main menu for all of you to see.

(The font will be changed soon, and the logo will be added soon.)

I hope you all enjoy this, I started on it 9 last night and just now finished it and it's 7:29 A.M.
(Just watch the video, and you will see what makes this menu unique)

Video

Subject: Re: Plastic Revolution
Posted by [ErroR](#) on Tue, 28 Oct 2008 12:34:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Pretty cool i just love the animated background ones (but i sugest to make a sandbox with some toys and a yard) (Toy story 2 for ps1 xD 2ond level)

Subject: Re: Plastic Revolution
Posted by [N1warhead](#) on Tue, 28 Oct 2008 16:11:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Tue, 28 October 2008 06:34 Preeety cool i just love the animated background ones (but i sugest to make a sandbox with some toys and a yard) (Toy story 2 for ps1 xD 2ond level)

Same here, I haven't personally seen any other mod do it before on Renegade, but of course I could be mistaken, but I just no I haven't ever seen one.

I might do that, I don't know yet though.

I had a plan for this main menu. It's only like 5% done with the goals I have for it, some CRAZY ideas, but the sand box thing might work with my goals as well.

I don't know yet though.

I will look into it.

But as for now, this main menu is the official theme.

Subject: Re: Plastic Revolution

Posted by [ErroR](#) on Tue, 28 Oct 2008 16:18:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Keep up the great work (btw i can't install msn so i can't contact u (i remember u wanted)) can i still be a beta tester ?

Subject: Re: Plastic Revolution

Posted by [N1warhead](#) on Tue, 28 Oct 2008 16:24:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Tue, 28 October 2008 10:18 Keep up the great work (btw i can't install msn so i can't contact u (i remember u wanted)) can i still be a beta tester ?

I as well have AIM and Yahoo sense you don't have MSN.

Thank you thought for the comment.

We can talk about it on a messenger or a PM.

But better to sign up for the sign and do it, because if you're not a member of the site you're not gonna be able to download the soon to be one day beta .

Subject: Re: Plastic Revolution

Posted by [ErroR](#) on Tue, 28 Oct 2008 16:27:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

sure i will sign up tommorow now i' a bit busy doing other stuff

Subject: Re: Plastic Revolution
Posted by [N1warhead](#) on Wed, 29 Oct 2008 04:50:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Wed, 29 October 2008 03:27sure i will sign up tommorow now i' a bit busy doing other stuff

10-4, 10-76, 10-8!!!!!!!!!!!!!!

Subject: Re: Plastic Revolution
Posted by [samous](#) on Wed, 29 Oct 2008 19:17:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

do we have permission frim EA to make a stand alone yet?

Subject: Re: Plastic Revolution
Posted by [Gen_Blacky](#) on Wed, 29 Oct 2008 23:58:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

why would they need permission ?

Subject: Re: Plastic Revolution
Posted by [samous](#) on Thu, 30 Oct 2008 00:00:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

b/c your not usally alowed to COPY a game without getting permission, b/c of the COPYRIGHT laws.

=samous

Subject: Re: Plastic Revolution
Posted by [Lone0001](#) on Thu, 30 Oct 2008 00:06:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

If I remember correctly we already asked and got permission to make it stand alone when it was started(4-5 months ago).

Subject: Re: Plastic Revolution
Posted by [samous](#) on Thu, 30 Oct 2008 00:10:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

odd, i remeber some one saying in a post or on the website "pending permission from ea".

=samous

Subject: Re: Plastic Revolution
Posted by [N1warhead](#) on Sat, 01 Nov 2008 19:01:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lone0001 wrote on Wed, 29 October 2008 18:06If I remember correctly we already asked and got permission to make it stand alone when it was started(4-5 months ago).

I really don't remember to be honest Lone0001.
And Mauler never told me whether or not he got a reply back from E.A. so I take it never answering means no reply or they declined.

Subject: Re: Plastic Revolution
Posted by [mr£ÄŞÄ-z](#) on Sat, 01 Nov 2008 19:38:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

We make diffrent Models that just look like the Army Men models and have same looking textures oh yeah and with our own style

Subject: Re: Plastic Revolution
Posted by [N1warhead](#) on Sat, 01 Nov 2008 20:37:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Sat, 01 November 2008 13:38We make diffrent Models that just look like the Army Men models and have same looking textures oh yeah and with our own style

Nothing will be that of the same stuff you see in Renegade, all o fit will be completely custom, even textures such as grass and sand, everything will be custom, hopefully even the Character animations and stuff, (HOPEFULLY.)

Subject: Re: Plastic Revolution
Posted by [samous](#) on Sun, 02 Nov 2008 01:44:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

in order for every thing to be unique, you can't use any renegade scripts, or even the EXE file, or else it's coping, and that could be ilegal.

Subject: Re: Plastic Revolution
Posted by [N1warhead](#) on Mon, 10 Nov 2008 01:27:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm sorry I haven't been active lately guys, I just been really really busy, but I'm gonna start working on some stuff tonight .

Again, I'm sorry I haven't been active lately.

Subject: Re: Plastic Revolution
Posted by [mr£ÄŞÄ-z](#) on Mon, 10 Nov 2008 15:08:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not if we get Permission to make a standalone mod

Subject: Re: Plastic Revolution
Posted by [samous](#) on Sun, 30 Nov 2008 02:07:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

SRY for bump, but...

Is the website still up, all the links i had to it are now broken, and no search results were sucesfull in Google.

Subject: Re: Plastic Revolution
Posted by [ErroR](#) on Sun, 30 Nov 2008 09:51:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

samous wrote on Sun, 30 November 2008 04:07SRY for bump, but...

Is the website still up, all the links i had to it are now broken, and no search results were sucesfull in Google.
same

Subject: Re: Plastic Revolution
Posted by [mr£ÄŞÄ-z](#) on Sun, 30 Nov 2008 11:22:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

We are thinking about canceling the project...

Subject: Re: Plastic Revolution
Posted by [ErroR](#) on Sun, 30 Nov 2008 12:04:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Sun, 30 November 2008 13:22 We are thinking about canceling the project...
aw that's sad

Subject: Re: Plastic Revolution
Posted by [cnc95fan](#) on Sun, 30 Nov 2008 12:13:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

But not surprising.

Subject: Re: Plastic Revolution
Posted by [mr£Ä\\$Ä-z](#) on Sun, 30 Nov 2008 12:45:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

so, what mod is still recruting modelers?

Subject: Re: Plastic Revolution
Posted by [samous](#) on Sun, 30 Nov 2008 21:05:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

that is sad, closing the project. I didn't even get to do anything. Could you release EVERYTHING
you guys made so others can use it if you do cacle it?

Subject: Re: Plastic Revolution
Posted by [Di3HardNL](#) on Sun, 30 Nov 2008 21:09:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

I dont think there is much only madrackz made some cool stuff

Subject: Re: Plastic Revolution
Posted by [samous](#) on Sun, 30 Nov 2008 21:10:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

i want the menu screen and some music.

Subject: Re: Plastic Revolution

Posted by [Omar007](#) on Mon, 01 Dec 2008 09:40:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Sun, 30 November 2008 13:45so, what mod is still recruting modelers?

See signature

Subject: Re: Plastic Revolution

Posted by [samous](#) on Wed, 03 Dec 2008 01:24:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

TO: Plastic Rev. Workers (obviously other than me)

Can I plz have the main menue part of the game? plz? I liked it.

Subject: Re: Plastic Revolution

Posted by [MGamer](#) on Wed, 03 Dec 2008 01:44:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

samous wrote on Sun, 30 November 2008 15:05that is sad, closing the project. I didn't even get to do anything. Could you release EVERYTHING you guys made so others can use it if you do cancle it?

that always happens to me :\

Subject: Re: Plastic Revolution

Posted by [mr£ÄŞÄ-z](#) on Wed, 03 Dec 2008 16:55:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

OK Guys, the Project is canceled, so i release all MY Plastic Revolution stuff.

In the Pack:

The Guard Tower Model,

The Half Track Model,

and the Bazooka Model.

Download:

File Attachments

1) [Plastic Revolution.rar](#), downloaded 119 times

Subject: Re: Plastic Revolution

Posted by [samous](#) on Wed, 03 Dec 2008 22:54:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

thanks, i will use the bazooka model for the normal rocket launcher. does it include a skin?

Subject: Re: Plastic Revolution

Posted by [anant](#) on Sat, 06 Dec 2008 06:14:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

screen shot plesase?

Subject: Re: Plastic Revolution

Posted by [mr£ÄŞÄ-z](#) on Sat, 06 Dec 2008 08:22:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

No Model is Finished.

Subject: Re: Plastic Revolution

Posted by [ErroR](#) on Sat, 06 Dec 2008 08:55:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

dude ur awesome! adn i just love the renders the models look so HD

Subject: Re: Plastic Revolution

Posted by [mr£ÄŞÄ-z](#) on Sat, 06 Dec 2008 09:24:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dont forget this one

Subject: Re: Plastic Revolution

Posted by [ErroR](#) on Sat, 06 Dec 2008 10:05:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

convert the apc to ren

Subject: Re: Plastic Revolution

Posted by [samous](#) on Sat, 06 Dec 2008 16:36:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

the apc looks like a toy, that would of been a good 3D for PR. O well. Good job though.
