
Subject: [Background]Black and White
Posted by [zeratul](#) on Fri, 12 Feb 2010 23:36:33 GMT
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Very simple but i thought it looked cool so here

File Attachments

1) [SS01.JPG](#), downloaded 1415 times



2) [BWBackground.rar](#), downloaded 266 times

Subject: Re: [Background]Black and White
Posted by [Altzan](#) on Sat, 13 Feb 2010 05:36:09 GMT
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Good idea... I'm not a fan of the actual scene, an aerial view of the base might have worked better... but that's just my opinion.

Subject: Re: [Background]Black and White
Posted by [zeratul](#) on Sat, 13 Feb 2010 07:20:27 GMT
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Altzan wrote on Fri, 12 February 2010 23:36 Good idea... I'm not a fan of the actual scene, an aerial view of the base might have worked better... but that's just my opinion. i could see where your coming from but i think that view doesnt really go with black and white. It may go with it but i havent actually seen a black and white aerial view. picturing it, it doesnt seem to fit.

Subject: Re: [Background]Black and White
Posted by [crisis992](#) on Sat, 13 Feb 2010 17:30:55 GMT
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its a very nice idea i like it

Subject: Re: [Background]Black and White
Posted by [Gen_Blacky](#) on Sat, 13 Feb 2010 17:42:23 GMT
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crisis992 wrote on Sat, 13 February 2010 11:30 its a very nice idea i like it

yea never thought about do something like that.

Subject: Re: [Background]Black and White
Posted by [ErroR](#) on Sat, 13 Feb 2010 19:51:04 GMT
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better, make a animated aerial view. Harvy moving to the tib field and to ref, etc.

Subject: Re: [Background]Black and White
Posted by [Altzan](#) on Sat, 13 Feb 2010 21:25:28 GMT
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I never heard of an animated background for title menu before...

Subject: Re: [Background]Black and White
Posted by [zeratul](#) on Sat, 13 Feb 2010 22:16:52 GMT
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Altzan wrote on Sat, 13 February 2010 15:25I never heard of an animated background for title menu before...
it sounds like a pain in the ass

Subject: Re: [Background]Black and White
Posted by [Omar007](#) on Sat, 13 Feb 2010 23:26:45 GMT
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I dont know whether thats even possible with just a background. afaik DDS doesnt do animation and ren doesnt read GIF's.
Maybe it could be coded

Subject: Re: [Background]Black and White
Posted by [ErroR](#) on Sun, 14 Feb 2010 11:03:58 GMT
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it is possible. Just need an animation

Subject: Re: [Background]Black and White
Posted by [zeratul](#) on Sun, 14 Feb 2010 18:01:24 GMT
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ErroR wrote on Sun, 14 February 2010 05:03it is possible. Just need an animation
Zeratul wrote on Sat, 13 February 2010 16:16
it sounds like a pain in the ass

Subject: Re: [Background]Black and White
Posted by [Gen_Blacky](#) on Sun, 14 Feb 2010 18:05:49 GMT
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you can make all kinds of things example

<http://www.renegadeforums.com/index.php?t=getfile&id=11291&rid=21615>

Subject: Re: [Background]Black and White

Posted by [Omar007](#) on Sun, 14 Feb 2010 21:42:26 GMT

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Yea but is that an animated background or animation in if_titletrans.w3d???

Subject: Re: [Background]Black and White

Posted by [ArtyWh0re](#) on Mon, 15 Feb 2010 17:59:21 GMT

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Zeratul wrote on Fri, 12 February 2010 17:36Very simple but i thought it looked cool so here

I actually think this is really good. Just One thing that I would change is keep the main Renegade logo in colour. That way only the background picture is black and white.

Altzan wrote on Sat, 13 February 2010 15:25I never heard of an animated background for title menu before...

C&C Generals

Subject: Re: [Background]Black and White

Posted by [zeratul](#) on Mon, 15 Feb 2010 23:54:56 GMT

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Orca234 wrote on Mon, 15 February 2010 11:59

I actually think this is really good. Just One thing that I would change is keep the main Renegade logo in colour. That way only the background picture is black and white.

Yes the logo was just experimenting. The background was Semi-planned. At least theres a choice in files

Orca234 wrote on Mon, 15 February 2010 11:59

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Surprises me this did not come sooner
