
Subject: Tiberian Twilight might have been in planning
Posted by [bigejoe14](#) on Sun, 11 Apr 2004 02:51:14 GMT
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<http://www.filrobb.com/>

Look under the Generals section of this guys artwork. Take a look at the black and white sketches. A lot of the character sketches he drew have the Nod ensignia on them. Some of that stuff dosen't look too far off from the Tiberian Sun timeline.

Subject: Tiberian Twilight might have been in planning
Posted by [m1a1_abrams](#) on Sun, 11 Apr 2004 03:39:09 GMT
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Man, I'm so glad they decided against bringing Kane back as a floating head in a jar.

It's an interesting find though.

Subject: Tiberian Twilight might have been in planning
Posted by [Gernader8](#) on Sun, 11 Apr 2004 04:40:18 GMT
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WHY-THE-HELL-WAS-THIS-UNIT-NOT-IN-GENERALS!?

This is the coolest thing I have ever seen! Monkeys throwing hand gernades from a basket on the back of motorcycle. Now that is pure genius!

(You may see a red x)

http://www.filrobb.com/ArtWork/Generals/CCG45_ScoutBike.jpg

Subject: Tiberian Twilight might have been in planning
Posted by [Creed3020](#) on Sun, 11 Apr 2004 05:27:31 GMT
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Ya a lot of those characters have Nod and GDI insignia....

Subject: Tiberian Twilight might have been in planning
Posted by [dal11](#) on Sun, 11 Apr 2004 14:21:48 GMT
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They may have changed the story all together for generals, originaly using Nod\GDI, then using

the present story line as a test bed for the engine. Who knows, tis interesting though.

Subject: Tiberian Twilight might have been in planning
Posted by [IRON FART](#) on Sun, 11 Apr 2004 15:48:56 GMT
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That concept art was created in the same time that Renegade was being made. I wonder if there is some type of relation?

Hmmmmmm...

Subject: Tiberian Twilight might have been in planning
Posted by [Gernader8](#) on Sun, 11 Apr 2004 15:53:14 GMT
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Maybe they were debating whether or not use the new Generals' engine for Twilight, or go with a different story line to test the engine so they do not screw Twilight up.

Subject: Tiberian Twilight might have been in planning
Posted by [smwScott](#) on Sun, 11 Apr 2004 19:16:49 GMT
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I thought they used E:BFD to test the water for a 3D RTS.

Subject: Tiberian Twilight might have been in planning
Posted by [Cypher \[PCNC\]](#) on Mon, 12 Apr 2004 16:28:51 GMT
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Again with this?!?!?!?

Those are just general concept art, EA Pacific's artists did when they were planning their next game after YR. It was never meant to be TT. And thank god it wasn't.

TT was in planning and even in development, at Westwood Studios.
Where is it now? What is its status? That's something we (and by 'we' I mean 'you') don't know....

Subject: Tiberian Twilight might have been in planning
Posted by [m1a1_abrams](#) on Mon, 12 Apr 2004 17:32:50 GMT
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Super. I'm sure you'll let us mortals in on the big secret when the time is right.
