
Subject: Re: How renegade 2 would have looked
Posted by [Blazea58](#) on Wed, 31 Aug 2005 10:27:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea im personally happy with what we have here, the engine is very flexible and some people would be suprised of what it can handle , heck even the map i am making right now is going to hit over 100,000 and will eventually go up to 200,000 perhaps with all the trees, buildings, terrain etc.

Games like half life 2 really i dont see how people like it so much. Look at the vehicle physics in that game and it will make you realize that the game itself is all about looks, then the gameplay is forgotten about. Atleast renegade's vehicles physics are better then that and its a much older game. As well you get a very familiar problem when playing battlefield 1942 or bf2, when you drive over objects or into another vehicle, thats not very fun now is it warping over objects? lol.

I personally couldn't see myself moving to a new engine to map on, every other game i play is great for one thing then it sucks for the rest. Ren is very balanced thats why even if they made renegade 2 on the same engine i would pay full price for it.

The amount of hard work put into models and texturing is amazing and most people just brush it off as nothing, thinking that because its on the same engine that garuntees the same looks or playability. Heck i found that video itself showed some outstanding detail you would never expect to see in a game like this.

In theory you could make renegade look identical to even doom 3, with tons of work put into your texturing. Heck it already supports reflective materials, bump scale, the whole nine yards, what more does it need other then new aircraft physics lol.

Including a picture of some of the completed buildings i have for my map, most which have interiors. Only another 22,000 polygons to add hehehe.

File Attachments

1) [BuildingSet2.jpg](#), downloaded 438 times

