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Subject: Re: We want Renegade Machinima for Realtime Filmfestival

Posted by [noodles](#) on Wed, 25 Jan 2006 01:53:34 GMT

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Thanks for taking part in this.

In fact a "great" storyline isn't needed. In my opinion a normal game with all of its dramatic has way enough potential.

Like a big fight with finally some stealth troop planting the nuke or st like that.

Of course some dialogs are needed.

I you just could record st with Fraps (maybe from different perspectives,some camera from a heli would also be cool).

I might be able to cut, edit it and record some dialogs, so we could work it out together.

I won't steal any material of yours, nor the benefit.

I will have a look at the file you posted...

Simon

edit: this was the gdi vs nod thread, but the file seems to be offline

<http://www.renegadeforums.com/index.php/t/13445/0/>

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