Subject: Re: Renegade 2007: I want you!
Posted by The Elite Officer on Mon, 08 Oct 2007 12:41:36 GMT
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[NEFobby[GEN] wrote on Sun, 07 October 2007 20:15]www.renegade2007.com

Hello everyone.

The Renegade 2007 development crew is looking to expand the team. Progress has been fine, but we're lacking members in certain areas of development. Therefore, we appeal to the public for any sort of help in these areas.

Right now our team is in need for:

-Texture Artists of any field: Infantry, Vehicles, and Buildings. Unwrapping is a plus, but is not obligatory.

-Model 'Janitor':   Someone who can go back into our older models, and clean or prepare them for unwraps.

-Character Modelers: We expect our character modelers to do a high polygon version, and low polygon version, then take a normal map from the high polygon character. You must be able to unwrap and normal map your characters. Texturing is a plus, but is not obligatory for the job.

-Unwrapper: Someone who can simply unwrap our models and prepare them for texturing

-Website coders: We need some website coders, who will help working on the www.TotemArts.net production website.

Are you interested but don't have much time? Join our Freelance division! Freelancers are temporary members, who work on one or two things for our mod. Simply apply for a freelance position and be given a model, unwrap, or texture to do, and then you'd be free to leave afterwards, or join our team. Perfect if you just want to help out on one piece of work.

If you are interested in filling out any of these positions, simply post an application. Make your own thread and write about your modding field, experience, and show us your work!

If you know anyone who can fill out these positions, help out the Renegade 2007 team! Inform them about our mod and show them how they can join.

I have lots of experince of working on coding websites. Sorry I have none of my work with me.

I would love to do "Coding the Website" So just let me know what I can do!