Subject: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Thu, 01 Jun 2006 00:19:06 GMT
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Here are some new renders for all of you people out there in the C&C community.

Allied Hornet

Allied Conyard

Soviet Tesla Tank

Allied Robot Tank

Soviet Refinery

Allied War Factory

Soviet War Factory

Allied Battle Fortress

Comments Please

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by JeepRubi on Thu, 01 Jun 2006 00:32:08 GMT
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So far, i like.

Any estimate on a release date?

Edit: Could you post a link to your homepage?

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Kamuix on Thu, 01 Jun 2006 00:42:10 GMT

I love the WF! neat

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Thu, 01 Jun 2006 01:03:54 GMT

Home page is www.apocrising.blazemods.com
Moddb profile is www.mods.moddb.com/6670

We will release a public beta using basic tech units. Then work our way up from there. Release should be, when it is done. Maybe autumn or winter of this year, or early next year.

P.s Oh and if anybody is interested we are scouting for a texture artist. PM me or contact me on msn (vanguardvben@tiscali.co.uk) if you would like to apply.

Regards
One Winged Angel

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Feetseek on Thu, 01 Jun 2006 04:21:59 GMT

Is the robot tank going to be remote controlled or what??

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by m1a1_abrams on Thu, 01 Jun 2006 09:35:06 GMT

I looked through your gallery... you already have lots of models completed. I hope you can find a good skinner, because this could be a really interesting mod. Good luck!

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Zion on Thu, 01 Jun 2006 12:15:39 GMT

half the models go through me till their finnished. i do the insides of them mainly. the allied refinery is almost complete and so is the allied Prism Tower (no pics sorry, against PR rules (unless OWA/cfehunter thinks otherwise)

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Goztow on Thu, 01 Jun 2006 13:07:45 GMT
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You guys got no merging plans yet, right?

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Aircraftkiller on Thu, 01 Jun 2006 13:30:35 GMT
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Yeah that's nice put a texture on them because anyone can model that shit.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by JeepRubi on Thu, 01 Jun 2006 15:10:36 GMT
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Aircraftkiller, is it possible for you to give anyone a compliment?

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Aircraftkiller on Thu, 01 Jun 2006 15:20:50 GMT
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Is it possible for you to stop fucking whining and not respond to what you don't like?

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Goztow on Thu, 01 Jun 2006 15:41:41 GMT
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Nice of you to propose your help, ACK.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by cfehunter on Thu, 01 Jun 2006 15:46:26 GMT
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The robot tank, if we can make it so it'll be remote controlled failing that it'll just be player controlled, it's still an advantage to be amphibious either way

---

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Aircraftkiller on Thu, 01 Jun 2006 15:50:30 GMT

Yes because we clearly know that this will go so far. We should encourage more people to give all of you false hopes. It's okay to start projects that you'll never even get to a playable version.

Fuck off, moron.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Thu, 01 Jun 2006 15:53:00 GMT

Hey thanks for the feedback guys. Oh and about the robot tank. Ask these questions on the site forums. Then you will get a proper answer. At the moment we havent decided on the robot tank.

Oh and ACK..

WE WILL FINISH THIS EVEN IF IT KILLS US.

please dont be so sceptic

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by danpaul88 on Thu, 01 Jun 2006 16:11:37 GMT

Well I hope you do finish it, the models look awesome, hope the textures live up to them...

except the hornet though... looks kinda simple compared with all the other models you posted... could be because you put it in blue though... not sure

---

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by cfehunter on Thu, 01 Jun 2006 16:48:44 GMT

this project will be finished. simple as. ACK why do you even think that we'll abandon it? you dont know us. This project will see a completed version.

As for skins, i'll be getting to work on those soon, i'm currently in my final exams and finding time is difficult.

If anybody would like to offer help instead of being a sceptic pain in the ass, please let me know. cfehunter@gmail.com

---

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Aircraftkiller on Thu, 01 Jun 2006 20:10:19 GMT
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Quote:This project will see a completed version.

Quote:As for textures, i'll be getting to work on those soon, i'm currently in my final exams and finding time is difficult.

ROFL

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by rm5248 on Thu, 01 Jun 2006 20:31:38 GMT
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Yeah, that hornet model looks really, really, really bad. It could use a lot of improvement, add more polys to it.

@Aircraftkiller: What's so funny about that?

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by cfehunter on Thu, 01 Jun 2006 20:37:20 GMT
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EDIT BY YSL: you know
Edit by CFE: no we know. i was refeering to the team

Back on topic, yeah we know, it has been sorted out since, that's an old render.

To all those who have given support and construcitve criticism, thankyou, we will finish this mod and get a release as soon as we can. For those who wish to do nothing more than undermine our efforts and annoy us. Leave us alone i dont want to hear anymore of it. And for everybody i'm leaving the thread to the PR guys. Any other questions can be asked Here

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by reborn on Thu, 01 Jun 2006 20:43:19 GMT
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The allied warfactory and soviet warfactory both look really awesome.

Subject: Re: Red Alert 2: Apocalypse Rising Update

Posted by OWA on Sat, 03 Jun 2006 00:52:09 GMT
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Thanks. As i will. Here we go.

Comments Please.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by GrayWolf on Sat, 03 Jun 2006 01:19:38 GMT
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Is the tank actually going to turn in to a tree?

I really cant think of a way to actually make that possible maybe you guys can.

maybe one way would be to have it so when the tank is damaged to a certain health it turns into a tree... that can be done.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Sat, 03 Jun 2006 01:22:32 GMT
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We have a random tree generator script Its true

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Whitedragon on Sat, 03 Jun 2006 01:31:11 GMT
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Unless you have maps with big groups of trees its going to be pretty easy to spot the tank.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by YSLMuffins on Sat, 03 Jun 2006 02:27:20 GMT
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God damn. I've forgotten how fast things can balloon needlessly. And how fast I can clear it away.

I have to admit though--I've seen a lot of RA2 modifications start up over the years. But let's keep this thread for its intended purpose.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Alexraptor on Sat, 03 Jun 2006 09:27:29 GMT
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you guys creating all models from scratch or are you using any of the Renegade 2 models?

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by EatMyCar on Sat, 03 Jun 2006 11:56:19 GMT
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Some maps will be ideal for Mirage Tanks, some wont be. Wont see a Mirage driving through the desert unless some n00b buys one and rushes the Soviet base with one thinking he'll whip some commie ass.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Sat, 03 Jun 2006 13:49:04 GMT
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The Ren2 models are over polied and we dont need them. One of our team members had the idea of on desert maps, turning the mirage tank into a cactus.

P.S YSLMuffins, thanks for killing what doesnt need to be read.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by JeepRubi on Sat, 03 Jun 2006 16:38:48 GMT
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The only problem with the mirrage tank is that if someone knows the map well, they can tell its a mirrage tank.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Zion on Sat, 03 Jun 2006 17:41:20 GMT
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even though. they were in the original game so they will be implimented into the mod.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by cfehunter on Sat, 03 Jun 2006 20:18:22 GMT
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yes if somebody knows a map well they may well see a mirage tank, therefore meaning the driver will have to play smart. hide in an area of undergrowth surrounded by trees. even somebody who knows a map like the back of their hand wont see it at a first glance.

(o and thanks for killing the flamewar, i was going to ask)

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Alexraptor on Sat, 03 Jun 2006 20:34:15 GMT
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ive never played RA2, what can the mirage tank too? disguise itself as anything?

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Zion on Sat, 03 Jun 2006 21:45:44 GMT
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it turnes itself into a tree when stationary.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by GrayWolf on Sun, 04 Jun 2006 06:15:54 GMT
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Ever played ren alert? If the maps are set up like that you wouldn't notice a tree missing or in th wrong place. Just make a large map with several trees scattered everywhere.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Sun, 04 Jun 2006 15:07:56 GMT
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Mirage tank divers have got to play it cool. If they move while a column of Apocalypses are rampaging through the forest they are stuffed. But if the Apocs bypass them it may give them the chance to launch a sneak attack from behind. Deadly if used by the right person

---

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by R315r4z0r on Sun, 04 Jun 2006 17:18:02 GMT
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Yes, but don't you think that it would be a bit "unfair" that way? There should be a way to tell the difference from a normal Tree from a mirage. Something like the stealth effect in renegade, you can't see anything from far away, but when you get up close, it is rather obvious.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Alexraptor on Sun, 04 Jun 2006 17:29:39 GMT
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i dunno that sounds unfair from the tank drivers point of view, its not like the standard stealth, where the stealth/cloak wont drop as soon as it fires, in this case the mirage tank needs to be imobile to be able to move at all

---

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Sun, 04 Jun 2006 19:53:47 GMT
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Look at Core patch2. You cant see the stealth tank at all apart from the dust emmiters from the tracks. This is the same sort of thing we are going to do with the mirage tank. People will be able to spot moving trees easy. The mirage tank fires but then goes quickly back into cloak. We may need to test this out.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by R315r4z0r on Mon, 05 Jun 2006 00:15:48 GMT
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when the shot is fired, is it going to have a rocoil? Cause then it will look like a random shaking tree.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by GrayWolf on Mon, 05 Jun 2006 01:07:47 GMT
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you would see the players name on a tree if you get close enough you know? that might be enough

---

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Whitedragon on Mon, 05 Jun 2006 01:16:06 GMT
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I think the best way to do it would make a key that cloaks/uncloaks you, and you cant move or fire

---

while cloaked.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Chronojam on Mon, 05 Jun 2006 06:36:09 GMT
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I don't know why the heat ray would have recoil

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Mon, 05 Jun 2006 19:04:37 GMT
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Me neither. Oh the irony. A tree with a heat gun. Burn my brothers burn

---

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by JeepRubi on Mon, 05 Jun 2006 19:48:39 GMT
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Oh, so thats what the mirage tank shot...

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Zion on Mon, 05 Jun 2006 21:10:08 GMT
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i always thourght it shot projectiles. i thourght he mixed the prism tank and mirage tank together. im seriously confused now XD

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by PlastoJoe on Mon, 05 Jun 2006 22:03:18 GMT
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That's why infantry would burst into flames when they got shot.

Hey, that would be a cool effect to have!

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by JeepRubi on Mon, 05 Jun 2006 23:14:24 GMT
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Lol, and the death animation is the guy running around on fire!

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Tue, 06 Jun 2006 13:02:53 GMT
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Remember Mero it shoots those heat rays, invisible until impact when there is a big firey
deathpatch.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by PermaGrin on Tue, 06 Jun 2006 14:27:44 GMT
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Looks good.

Get those things textured and ingame.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Zion on Tue, 06 Jun 2006 16:05:11 GMT
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whatever you say OWA

its been some time since i play it and i hardilly use it.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Tue, 06 Jun 2006 18:47:40 GMT
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New Renders
We have got the Aircraft Carrier along with the hornet ready to showcase, along with some soviet
naval units. The Dreadnaught and the Typhoon attack sub.

Aircraft Carrier

And here is the assorted navy

Comments Please

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by idebo on Tue, 06 Jun 2006 20:04:32 GMT
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I like that, there huge. Could be intresting in-game.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by rm5248 on Tue, 06 Jun 2006 20:13:56 GMT
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Personally, I don't think that the ships look a whole lot like what they are in the game.   Could be better.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by PlastoJoe on Tue, 06 Jun 2006 20:20:20 GMT
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So will 4 players -- 1 for each Hornet and 1 to sail the carrier -- be capacity for the carrier? And if 3 or less people get in, will fewer Hornets launch accordingly?

How about the Aegis, Destroyer, Dolphin, Squid, and Sea Scorpion? I assume you are working on those already.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Tue, 06 Jun 2006 21:14:39 GMT
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The Aorcraft Carrier was based off concept art, Not ingame. The dreadnaught, we added turrets onto to make it fair. And as for the rest of the naval units, yeah we are working on them. The carrier needs to undergo testing to see wheter or not it should be a drivable unit or a structure.

ACC Concept

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Aircraftkiller on Tue, 06 Jun 2006 21:18:16 GMT

Too bad that carrier looks nothing like the concept art.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Tue, 06 Jun 2006 21:19:13 GMT

Still a good model though. I like it. But i see what you mean ACK. Thanks, i will get that sorted soon.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Zion on Tue, 06 Jun 2006 21:41:06 GMT

you know, i actually agree with ACK. its not that i dont think its not good, its that its not that angular. in other words, bits here and there dont stick out like they do with the consept and i disspise the rear of it. it lookes like a really big ass, its too rounded...

forgove my spelling, i wasnt all that good in english lit.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Stallion on Tue, 06 Jun 2006 23:04:24 GMT

1. about the mobile fortress. Will it be able to run over and kill tanks by doing so? Also, will soldiers be able to fire there guns out of it like in the original game?

2. about the carrier/ships. I think it would ruin the original concept to make it a structure, can't you make a script to make it so it fires the planes kind of like a weapon then have them still run there standard attack?

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Wed, 07 Jun 2006 15:49:36 GMT

1.Battle fort will run over tanks
2.Aircraft carrier needs work and its going to be manned by more than a single person. Team work will play a vital part in this mod. The ACC maybe too big to fit in normal game situations sowe shall have to do some testing to see whether it will work or not.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Thu, 08 Jun 2006 18:42:54 GMT
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Whoops double post here   but hey, i have new renders. I reshaped the Aircraft carrier a bit and i also rendered a few other things. Take a look.

Aircraft Carrier

Grizzly Battle Tank

Hornet Closer View

Chrono Miner

Comments Please

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by PlastoJoe on Thu, 08 Jun 2006 19:03:15 GMT
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That is a crunched Chrono Miner...

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Spice on Thu, 08 Jun 2006 19:49:11 GMT
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Things are looking pretty good. You guys are learning fast.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Thu, 08 Jun 2006 19:56:05 GMT
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Thanks Ex   And about that miner. I will get that sorted. We could make even more progress if we had a dedicated skinner/texture artist

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by m1a1_abrams on Thu, 08 Jun 2006 20:07:01 GMT
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What did you base the Grizzly Tank off? I'm just curious because I've never been able to find any renders of it. Have you done a sort of cross between the Renegade 2 shots and the voxel tank?

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by rm5248 on Thu, 08 Jun 2006 20:11:19 GMT
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The aircraftcarrier is much better, though I think that it still needs a bit of work. The stern deck looks too big.

I think the grizzly needs a bit of improvement... looks rather odd right now, I can't put my finger on what exactly is wrong though...

And yeah, that chrono miner looks like it ran into a brick wall or something...

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Thu, 08 Jun 2006 20:28:03 GMT
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I based it off the Voxel and the cameo, Then i added a few details of my own. The Chrono miner will get fixed. *squish*

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by cfehunter on Thu, 08 Jun 2006 20:39:36 GMT
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i'm just going to reply to all the comments i've read:
ACC: yes i agree it dosnt look exactly like the concept but it does look good and it'll work well. Even if it is a little big in the rear.

Mirage Tank: Random tree gen as stated. I'm with whoever posted it, we need to have a thin overlay of the stealth texture to give it away.

thanks for the feedback and we hope to get some more work to you soon, the terror drone is currently in development.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Fri, 09 Jun 2006 19:29:25 GMT

We have a tank destroyer.

Comments Please

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by JeepRubi on Fri, 09 Jun 2006 19:44:13 GMT

You need a texture artist.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Zion on Fri, 09 Jun 2006 21:33:43 GMT

we know, were doing our best to grab one but their either all not all that good or buisy with other mods.

im asking my friend but he's not understanding me and im not understanding him . he's looking at the Tank Destroyer and will give a go texturing it. he will not have the model.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by rm5248 on Sat, 10 Jun 2006 02:54:25 GMT

The part that the barell is attached to should be farther twoards the back of the tank. It seems to be a bit too close to the front of the tank at the moment.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Whitedragon on Sat, 10 Jun 2006 03:04:11 GMT

How do you plan on handling countries?

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Spice on Sat, 10 Jun 2006 07:00:40 GMT

Pick up a novice texture artist, with practice he will get better. Look at what Renardin made two

---

years ago and look what he can make now.

My point is, get a dedicated indivdual quick. It doesn't matter if their good or not. Someone is better than no one and that someone will get better over time.

*PS Congrats to namnamnae for finishing his hornet model, it's quick good for his first.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Goztow on Sat, 10 Jun 2006 07:43:03 GMT
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Whitedragon wrote on Fri, 09 June 2006 23:04How do you plan on handling countries?
I'd hope different maps will give different countries.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Sat, 10 Jun 2006 20:25:54 GMT
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That is still an issue to be discussed. At the moment i am accquiring more assets from Svensmokavich, so more renders soon.

P.S Is there a place where you can shop for texture artists Ex

---

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Mon, 12 Jun 2006 16:43:41 GMT
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The Soviet Terror Drone has been created and will be deployed shortly to rip apart Allied armour.

Comments Please

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Goztow on Mon, 12 Jun 2006 17:51:06 GMT
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Terrordrone looks very neat! Will it also do the strange moves when running? I loved that .

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by PlastoJoe on Mon, 12 Jun 2006 17:55:11 GMT
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Will the Terror Drone be driven like a normal vehicle or will it be automatic or remote-controlled?

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Zion on Mon, 12 Jun 2006 19:05:30 GMT
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were discussing this in our forums (internal access only) we were thinking about AI'ing it but renegade's AI is crap, really, it just is.

we also thourght of making it controllable remotely and its still an option or once you buy it thats it, you inside it and cannot get out unless you die.

also, to OWA or CFE: will their be little side-to-side movements of the tanks when you're (the terror drone) inside it? (i know its meant to be in our forums, but im not in our forums at the minute. (you may reply to this in the forums or on msn, you're choice))

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Tue, 13 Jun 2006 16:02:21 GMT
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We could make it so when you hold down shift then the terror drone strafes (i think) I had an idea about chronoshifting infantry as well. I will post it intenally first though. More renders coming soon. A redesigned mirage tank and the soviet battle lab w00t!

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by tooncy on Tue, 13 Jun 2006 16:07:27 GMT
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You guys are making some great progress on this. Hope to this released soon   .

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Fri, 16 Jun 2006 10:33:55 GMT
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This will never be released if we dont get a texture map artist...

Anyway new renders, this time of the Soviet Battle Lab, modelled by Ric

Comments please

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by DarkDemin on Fri, 16 Jun 2006 14:26:46 GMT
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I am extremely good with photoshop. If someone can explain to me how texturing things work I would be glad to help you guys.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Zion on Fri, 16 Jun 2006 15:56:31 GMT
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well, the unwrap artists give you unwraps and we need to you fill them with textures. also, from modelers you will need to make/modify current textures so they can place them in the model and see what fits.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by cheesesoda on Fri, 16 Jun 2006 16:40:24 GMT
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This probably isn't the best place to ask this, but I don't feel like registering on the forums for something like this, but... your IRC channel seems to be down and looks like it's hosted on a private connection. May I suggest something more stable, such as irc.crunge.org? I would like to idle in the channel, but I can't do so when it's not open.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Fri, 16 Jun 2006 18:49:20 GMT
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Mero is our IRC hoster but he has had problems recently. We need to find a better IRC host.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by cheesesoda on Fri, 16 Jun 2006 20:18:13 GMT
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Which is why I suggest my, very stable, IRC network. irc.crunge.org

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Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by xptek on Fri, 16 Jun 2006 20:24:30 GMT
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(Note: Spam not endorsed by people who actually pay the bills.)

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by cheesesoda on Fri, 16 Jun 2006 20:28:58 GMT
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Isn't SPAM more or less a not-wanted advertisement? As far as I can tell, he wants a better host.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Fri, 16 Jun 2006 22:50:12 GMT
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We may look into getting a channel at n00bstories. If the higher order grants us one.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by rm5248 on Sat, 17 Jun 2006 01:55:30 GMT
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one winged angel wrote on Fri, 16 June 2006 17:50We may look into getting a channel at
n00bstories. If the higher order grants us one.

Well, the MOTD on the n00bstoires IRC does say Quote:Global- [Logon News - Nov 07 2005]
n00bstories IRC is a public gaming IRC network. Feel free to create your own channels for your
clan, your website, your friends... and invite them all!
so I don't know if you need to ask Crimson for a channel, though it's definately nice to ask first of
all.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Sat, 17 Jun 2006 15:18:46 GMT
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rm5248 wrote on Sat, 17 June 2006 02:55so I don't know if you need to ask Crimson for a
channel, though it's definately nice to ask first of all.

My thoughts exactly. Being polite gets you everywhere

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by cheesesoda on Sat, 17 Jun 2006 16:23:36 GMT
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Guys, you completely miss the point of a public IRC network. The owners don't care if you register channels or not. They just want network activity. It's pointless to have 5 channels and all owned by people you know. Sure, it's "polite", but it's pointless when it comes to forums or IRC networks. That's like asking if you can start your own thread on a forum. It's public... the forum wants activity, so it's 100% fine. Anyways... topic probably should get back on track.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Sun, 18 Jun 2006 15:42:18 GMT
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I see your point. It like public services. I hope we have an IRC soon... New renders also coming soon

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Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Zion on Sun, 18 Jun 2006 17:10:51 GMT
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The allied refinery is complete and is being unwraped as we speak. It will be our first half donated complete building (externals made my Sven, internals made by Mero) and the prism tower (fully made my me) is in its final stages, just some scaling and making it the right size comapred to other buildings and making sure ppl can enter the building.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Sun, 18 Jun 2006 20:31:36 GMT
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I have character models incoming too.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Renardin6 on Wed, 21 Jun 2006 08:34:14 GMT
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GrayWolf wrote on Fri, 02 June 2006 20:19Is the tank actually going to turn in to a tree?

I really cant think of a way to actually make that possible maybe you guys can.

maybe one way would be to have it so when the tank is damaged to a certain health it turns into a tree... that can be done.

It can be done and has already been done. www.timeofwar.com has a video of it. TheKGBspy made the script for that.

About that mirage tank, with such fuel tank, how will the turret rotate?

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by danpaul88 on Wed, 21 Jun 2006 08:36:26 GMT
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I asked that as well.. apparently it's not meant to rotate

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by DarkDemin on Wed, 21 Jun 2006 12:57:41 GMT
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In RA2 the entire tank rotates.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Wed, 21 Jun 2006 18:27:51 GMT
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Yes that is correct. I have got a new and improved mirage tank ready to be rendered up so there will be more renders soon.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by NX01class on Thu, 22 Jun 2006 15:17:49 GMT
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one winged angel wrote on Fri, 16 June 2006 5:33This will never be released if we dont get a texture map artist...

I'm going to be buying Photo Shop soon and start learning it. I just need to learn how to use it and i'll help you guys out. It would also be easier if you could give me a place to go to that can help me learn PS faster then by myself.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Thu, 22 Jun 2006 18:43:04 GMT
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We are trying a few different texture guys out, but yeah if you want to apply, post some work either here or on our forums. For now I will leave you with a render of the new mirage tank.

2600 polys

Credit to Skierarc for this model which is part of the verge assets. I added extra features onto it and resized bits of it.

Comments please.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Feetseek on Thu, 22 Jun 2006 18:54:37 GMT
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Is that a chair on top???

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Thu, 22 Jun 2006 19:14:38 GMT
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No the turret hatch is open.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Zion on Thu, 22 Jun 2006 21:12:22 GMT
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I like the render, just mesh colours i see

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by JeepRubi on Thu, 22 Jun 2006 22:45:52 GMT
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Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by YSLMuffins on Fri, 23 Jun 2006 15:47:19 GMT
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I think for Renegade that the Mirage turret has to be able to move. A fixed-turret tank would be unmanageable.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by cheesesoda on Fri, 23 Jun 2006 16:04:59 GMT
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Just make the tank be able to rotate faster than most tanks.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Zion on Fri, 23 Jun 2006 16:10:21 GMT
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You mean "rotate on its axis faster"?

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Fri, 23 Jun 2006 16:30:26 GMT
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Its disguised as a tree and only comes out when it shoots, before quickly returning to tree form. It must have a weakness. Plus it is true to RA2

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by PlastoJoe on Fri, 23 Jun 2006 16:39:52 GMT
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And since it's disguised as a tree, you'd have plenty of time to line up your shot so you wouldn't really need a rotating turret.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by DarkDemin on Fri, 23 Jun 2006 16:45:39 GMT
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I'm pretty sure if I see a tree move foward I'm going to shoot at it.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by cheesesoda on Fri, 23 Jun 2006 18:25:43 GMT
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The tree wouldn't be moving forward. It'd look like a stationary tree as it rotates on its axis, and when it actually moves forward, it wouldn't stay like a tree.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Tue, 27 Jun 2006 13:05:26 GMT
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New Update!!! The Cloning Vats are here. Structure by Ric. Character by One Winged Angel.

Comments Please

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by FynexFox on Tue, 27 Jun 2006 13:55:05 GMT
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When your in tree form, will people still be able to target you? you know with the red reticle and all?

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Goztow on Tue, 27 Jun 2006 14:00:57 GMT
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How will this work??? Will a bot come out of the cloning vat? Or will someone be able to get in and then get the character someone else bought for free?

Will you see the liquid in it? If you'd make it work with someone getting in, woulkd the liquid then fill the vat up quickly, then get out, while you get the character?

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by danpaul88 on Tue, 27 Jun 2006 14:06:06 GMT
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the most favoured idea at the moment seems to be to have it spawn bots whenever people respawn, up to a certain limit. The bots will run around shooting enemies. But cfehunter might have something different in mind that he's planning as a surprise!

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Goztow on Tue, 27 Jun 2006 14:09:37 GMT
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FynexFox wrote on Tue, 27 June 2006 15:55When your in tree form, will people still be able to target you? you know with the red reticle and all?
They could in RA2 so they should in this mod .

Danpaul: bots? :-S OMG...

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Tue, 27 Jun 2006 18:12:05 GMT
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Yeah bots. Its a free infantry unit so why not. Bots are dumb on ren but they are pretty good shots. If we use the 'hunt_the_player' script then we can have your own clone following you into battle.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Wed, 28 Jun 2006 15:38:01 GMT
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Sorry for the double post, but I wanted to bump this. We have a new irc channel!

irc://irc.n00bstories.com/apocrising

Come and hang if you want.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Renardin6 on Thu, 29 Jun 2006 15:47:15 GMT
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j_ball430 wrote on Fri, 23 June 2006 11:04Just make the tank be able to rotate faster than most tanks.

It would look completely bad I think.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Thu, 29 Jun 2006 18:49:49 GMT
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Renardin stated on Thu, 29 June 2006 16:47It would look completely bad I think.

We shall have to test this to see if it looks and functions ok. Otherwise the barrels are out.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Mon, 10 Jul 2006 14:55:21 GMT
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Bumped.

We have a new update.
The Soviet Radar Tower and a Football pitch terrain object.

Comments Please

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by R315r4z0r on Mon, 17 Jul 2006 03:43:00 GMT
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Giggidy giggidy giggidy!

Looks really great, And I like the cloning vats... I wonder how it will work ...

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by terminator 101 on Mon, 17 Jul 2006 04:01:28 GMT
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Why not make the mirage tank so that it can rotate the turret only slightly? Like for example 30 degrees to each side.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by PermaGrin on Tue, 18 Jul 2006 14:20:56 GMT
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Here are some old models I made for a RA2 mod that was canceled.

Incase you dont know what some things are...
1. Soviet Battlelab
2. Allied Barx
3. Allied Battlelab
4. Allied Grizzly Tank
5. Soviet Sentry Turret
6. PPK (dunno for who)
7. Soviet Flak Cannon
8. Allied Tank Destroyer (France I think)
9. PPSH (think this is the weapon for the Soviet "grunts")

Let me know if you would like them. Some (if not all) models are over 2 years old, meshes are decent, no UV unwraps on any (I dont think).

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by Major Mike on Wed, 19 Jul 2006 03:04:55 GMT
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I would imagine that the PPK would be for Tanya, since she is the only character who uses a handgun. The Tank Destroyer is for Germany.

Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by OWA on Wed, 19 Jul 2006 11:21:05 GMT
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Tanya uses a colt. Some of those models would be handy. Contact me at one.winged.angel@gmail.com Permagrin. (email or msn) We could then maybe arrange a transfer.