
Subject: Renegade: Scorched Earth

Posted by [Reaver11](#) on Thu, 30 Apr 2009 13:30:01 GMT

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Diehardn1, Madracks and me have been thinking of creating a new mod for Renegade. We have decided to go for a ww2 scenario. (The banner was created by Dreganius)

The game will contain two main sides with 5 subsides which will be determined per map. The idea is also to get a tech level structure which will allow certain maps to be played in 1941 and others in 1945.

The two main sides will be the Axis and the Allies. The five subsides are the Germans, Russia, Japan, America and Great Britain.

Since this setup requires a whole lot of content we are starting up a standard game of Germany vs. a mixture of Great Britain and the Usa.

Open functions:

At the moment we require someone who can model characters or can uvw unwrap and texture or can bone/rig. (Later on we will need map makers but for now that is just too early)

If you are interested post here or pm me what you can do for this mod. Also attach some screenshots of your work.

For now some screenshots of content that we have already made. Currently Diehardn1 is working on uvw unwrapping and texturing. Madracks is in charge for the weapons and I'm currently doing vehicle modeling.

Here is a quick view of the Thompson sub machinegun.

A street view with some tanks!

Nashorn self-proppeld AT interior.

Some more German tanks with just a basic texture.

This is it for now, a moddb page will be up soon.

Subject: Re: Renegade: Scorched Earth
Posted by [The Party](#) on Thu, 30 Apr 2009 13:33:15 GMT
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I would love to help, I suck at gmax, but I am a master at LE! Which I guess that means that you can't use me right now. But rember, as soon as you get to needing LE things I would love to help. Great ideas I like what you have so far.

Subject: Re: Renegade: Scorched Earth
Posted by [Scrin](#) on Thu, 30 Apr 2009 19:04:59 GMT
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Reaver11 wrote on Thu, 30 April 2009 08:30
Diehardnl, Madracks and me have been thinking of creating a new mod for Renegade.

Subject: Re: Renegade: Scorched Earth
Posted by [DarkKnight](#) on Thu, 30 Apr 2009 22:49:21 GMT
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nice reaver

Subject: Re: Renegade: Scorched Earth
Posted by [Gen_Blacky](#) on Thu, 30 Apr 2009 22:50:24 GMT
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might be interested

Subject: Re: Renegade: Scorched Earth
Posted by [YazooGang](#) on Thu, 30 Apr 2009 23:04:27 GMT
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MasterEvolution wrote on Thu, 30 April 2009 08:33 I would love to help, I suck at gmax, but I am a master at LE! Which I guess that means that you can't use me right now. But rember, as soon as you get to needing LE things I would love to help. Great ideas I like what you have so far. Everyone is good at making cheats man.

Nice mod by the way!

Subject: Re: Renegade: Scorched Earth
Posted by [ErroR](#) on Fri, 01 May 2009 07:11:54 GMT
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YazooGang wrote on Fri, 01 May 2009 02:04MasterEvolution wrote on Thu, 30 April 2009 08:33I would love to help, I suck at gmax, but I am a master at LE! Which I guess that means that you can't use me right now. But rember, as soon as you get to needing LE things I would love to help. Great ideas I like what you have so far.
Everyone is good at making cheats man.
Nice mod by the way!
i can make both, le and gmax hax

Subject: Re: Renegade: Scorched Earth
Posted by [The Party](#) on Fri, 01 May 2009 13:26:18 GMT
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I am about sick and tired of your big toe hacking ErroR, but anyway just let me know I am good at LE.

Subject: Re: Renegade: Scorched Earth
Posted by [YazooGang](#) on Fri, 01 May 2009 19:29:23 GMT
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MasterEvolution wrote on Fri, 01 May 2009 08:26I am about sick and tired of your big toe hacking ErroR, but anyway just let me know I am good at LE.
Put LE to the side man, they can do it, its easy. Think about coding, modeling and texturing. They are at least the ones they need right now.

Subject: Re: Renegade: Scorched Earth
Posted by [Di3HardNL](#) on Fri, 01 May 2009 19:36:53 GMT
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Yes! we need more people to help us

Subject: Re: Renegade: Scorched Earth
Posted by [YazooGang](#) on Fri, 01 May 2009 22:26:32 GMT
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1 thing, the smoothing sucks on the models, retry them the proper way.

Subject: Re: Renegade: Scorched Earth
Posted by [DutchNeon](#) on Sat, 02 May 2009 01:04:49 GMT
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What are the most left and right vehicle?

I don't want to sound arrogant (I can't model), but those "Hetzers" (I presume it are Jagdpanzer 38s) look more like downsized Sturmpanzer 4s, with a Hetzer like gun. It's even a bit too high of the ground

Subject: Re: Renegade: Scorched Earth
Posted by [Scrin](#) on Sat, 02 May 2009 07:12:09 GMT
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Scorch Earth!

File Attachments

1) [tank_flame_start.wav](#), downloaded 196 times

Subject: Re: Renegade: Scorched Earth
Posted by [Reaver11](#) on Sat, 02 May 2009 10:39:31 GMT
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DutchNeon wrote on Sat, 02 May 2009 03:04: What are the most left and right vehicle?

I don't want to sound arrogant (I can't model), but those "Hetzers" (I presume it are Jagdpanzer 38s) look more like downsized Sturmpanzer 4s, with a Hetzer like gun. It's even a bit too high of the ground

I presume you mean the last picture, those are Jagdpanzer IV's. This is the German version of the tankdestroyer. (The 38s so called hetzers are based of the czech design indeed)

The too high of the ground is at the moment the suspension setting this is a very hard job to get them just right at the moment there is indeed a gap due to bad suspension settings but they will be fine tuned.

Also about the smoothing originaly those tanks where made in Renx which fails to produce renders so I had to use a very akward trick to get them in 3ds for a render

Subject: Re: Renegade: Scorched Earth
Posted by [DutchNeon](#) on Sat, 02 May 2009 14:43:55 GMT
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Ahh yea, now I see it When are we going to see the Nashorn / Hummel (Marder I-III)?

Subject: Re: Renegade: Scorched Earth
Posted by [LR01](#) on Sat, 02 May 2009 15:32:23 GMT
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Tigers to?

Subject: Re: Renegade: Scorched Earth
Posted by [DutchNeon](#) on Sat, 02 May 2009 17:01:18 GMT
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I see a Königstiger and a Jagdtiger on the last picture

But I think you mean the Tiger I right?

Subject: Re: Renegade: Scorched Earth
Posted by [Reaver11](#) on Sat, 02 May 2009 19:42:44 GMT
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The Tiger Tank is my current project. Also I already have a nashorn boned etc. Now we are working out a fire animation for it. You can see the interior of it in my first post. Here is a render of the exterior ->

Later on we will start working on some more Allied gear.

Subject: Re: Renegade: Scorched Earth
Posted by [ErroR](#) on Sat, 02 May 2009 19:47:20 GMT
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nice man

Subject: Re: Renegade: Scorched Earth
Posted by [Dreganius](#) on Sun, 03 May 2009 14:26:46 GMT

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I like the logo banner

Subject: Re: Renegade: Scorched Earth
Posted by [DutchNeon](#) on Sun, 03 May 2009 19:51:30 GMT

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You could use this site (Forgotten Hope 2 mod for BF2) as a reference for certain tanks (how they looked, shaped etc):

<http://forgottenhope.warumdarum.de/main.php?lang=dutch>

The vehicles and weapons section.

The Forgotten hope for BF42 section contains even more nation tanks and weapons:

<http://forgottenhope.warumdarum.de/main.php?mod=FH&module=news&lang=dutch>

The vehicles and weapons section again.

You can also increase the size of the pictures by clicking on them.

Subject: Re: Renegade: Scorched Earth
Posted by [mr£Ä\\$Ä-z](#) on Mon, 04 May 2009 15:08:38 GMT

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Thank you Dreganius for the nice banner!

Subject: Re: Renegade: Scorched Earth
Posted by [The Party](#) on Tue, 05 May 2009 15:43:05 GMT

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Good job

Subject: Re: Renegade: Scorched Earth
Posted by [Reaver11](#) on Thu, 07 May 2009 09:47:21 GMT

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DutchNeon wrote on Sun, 03 May 2009 14:51 You could use this site (Forgotten Hope 2 mod for

BF2) as a reference for certain tanks (how they looked, shaped etc):

<http://forgottenhope.warumdarum.de/main.php?lang=dutch>

The vehicles and weapons section.

The Forgotten hope for BF42 section contains even more nation tanks and weapons:

<http://forgottenhope.warumdarum.de/main.php?mod=FH&module=news&lang=dutch>

The vehicles and weapons section again.

You can also increase the size of the pictures by clicking on them.

This is really going to help thank you!

Also about Tigertanks ->

This one still needs a lot of changes on the back and the front. Also I have to adjust the running gear.
