
Subject: Renegade X is looking for Coders and Character Artists

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 21 May 2010 21:49:04 GMT

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* #2 Best Vehicle Set in the Make Something Unreal Contest

*#3 Best Upcoming Mod of 2008 (ModDB.com)

*#5 Best Released Mod of 2009 (ModDB.com)

*Runner-up Best Multiplayer Mod (ModDB.com)

*#4 Best Machinima in the Make Something Unreal Contest

The popular Unreal Tournament 3 total conversion mod Renegade X is moving to the UDK, and we are looking for some fresh talent! Renegade X is a remake project of Westwood's original Command & Conquer: Renegade - it is a First Person/Third Person war shooter with RTS elements.

With over 12,000 downloads and 5 awards, the Renegade X beta, for Unreal Tournament 3, is available for download here. You can watch our 1 minute 18 second launch trailer here.

The team is looking for:

1. Programmers with experience in Unreal Script.
2. Character Artists capable of creating high-poly and low-poly characters, normal maps, and 2048x2048 textures.

There are multiple positions to fill for each of the above categories. Please either reply to this thread, or make a thread on our official forums if you are interested!

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<http://www.renegade-x.com>

<http://www.moddb.com/mods/renegade-x>

Subject: Re: Renegade X is looking for Coders and Character Artists

Posted by [Sir Kane](#) on Fri, 21 May 2010 21:57:42 GMT

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You're looking for decent programmers here? Good luck with that!

Subject: Re: Renegade X is looking for Coders and Character Artists

Posted by [F1r3st0rm](#) on Fri, 21 May 2010 21:59:56 GMT

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Sir Kane wrote on Fri, 21 May 2010 17:57 You're looking for decent programmers here? Good luck with that!
i gotta agree with you there

Subject: Re: Renegade X is looking for Coders and Character Artists
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 21 May 2010 22:21:46 GMT
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I've posted this thread in a few different places, it doesn't hurt to post here too. Experience has taught me that anything is possible

Subject: Re: Renegade X is looking for Coders and Character Artists
Posted by [reborn](#) on Sat, 22 May 2010 08:34:38 GMT
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Sir Kane wrote on Fri, 21 May 2010 17:57 You're looking for decent programmers here? Good luck with that!

Ah, c'mon man, you're not that bad!

Subject: Re: Renegade X is looking for Coders and Character Artists
Posted by [Sir Kane](#) on Sat, 22 May 2010 11:41:38 GMT
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PEELS HERE!

Subject: Re: Renegade X is looking for Coders and Character Artists
Posted by [Jerad2142](#) on Sat, 22 May 2010 15:23:23 GMT
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I'm sure what sir kane meant was you won't find any good programmers that aren't already busy with several ren related projects.

Subject: Re: Renegade X is looking for Coders and Character Artists
Posted by [Raptor RSF](#) on Sun, 23 May 2010 17:04:31 GMT
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I'm far not good enough for that

Subject: Re: Renegade X is looking for Coders and Character Artists

Posted by [Renardin6](#) on Fri, 11 Jun 2010 08:55:58 GMT

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Sir Kane wrote on Fri, 21 May 2010 16:57 You're looking for decent programmers here? Good luck with that!

Indeed, if all are like you, he is doomed.

Subject: Re: Renegade X is looking for Coders and Character Artists

Posted by [Ethenal](#) on Fri, 11 Jun 2010 19:45:36 GMT

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Renardin6 wrote on Fri, 11 June 2010 03:55 Sir Kane wrote on Fri, 21 May 2010 16:57 You're looking for decent programmers here? Good luck with that!

Indeed, if all are like you, he is doomed.

You bumped this to put down SK?

Subject: Re: Renegade X is looking for Coders and Character Artists

Posted by [Abjab](#) on Wed, 18 Aug 2010 19:08:13 GMT

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Sir Kane wrote on Fri, 21 May 2010 16:57 You're looking for decent programmers here? Good luck with that!

Who knows !

Subject: Re: Renegade X is looking for Coders and Character Artists

Posted by [reborn](#) on Wed, 18 Aug 2010 19:51:23 GMT

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Aha, the infamous abjab!

Creator of the w3d importer, you dropped off the face of the planet, what the hell happened to you?

Subject: Re: Renegade X is looking for Coders and Character Artists
Posted by [Abjab](#) on Wed, 18 Aug 2010 20:03:49 GMT
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reborn wrote on Wed, 18 August 2010 14:51Aha, the infamous abjab!

Creator of the w3d importer, you dropped off the face of the planet, what the hell happened to you?

Familly happened

nice to see this community still alive

Subject: Re: Renegade X is looking for Coders and Character Artists
Posted by [reborn](#) on Wed, 18 Aug 2010 20:12:33 GMT
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It's nice to see an old face pop back (especially One that is awesome!). Congratulations on the family!
I am assuming you meant you started one?

Subject: Re: Renegade X is looking for Coders and Character Artists
Posted by [Abjab](#) on Thu, 19 Aug 2010 01:25:39 GMT
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Had my son not to long after UT3 came out, Worked a bit on a max importer for UT3, I also improved my w3d tools to support all games using w3d.

The latest version I did of my w3d tools supports Renegade, Generals, Generals Zero Hour, Earth&Beyond, Battle For Middle Earth 1 and 2. I did it for both GMAX and 3DSMAX.

There's probably new games using w3d format as well that I could proly quickly add.

In fact if my old version of the w3d importer didnt check w3d version number it would have work fine with most models from these games just not importing the newer stuff of the w3d format.

But all this was taking too much time and the wife wasn't too hapy about it.

Subject: Re: Renegade X is looking for Coders and Character Artists

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 21 Aug 2010 19:55:27 GMT

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Abjab wrote on Wed, 18 August 2010 15:08Sir Kane wrote on Fri, 21 May 2010 16:57You're looking for decent programmers here? Good luck with that!

Who knows !

We've got a good amount of programmers now, but we still have some spots if you're looking to join

Subject: Re: Renegade X is looking for Coders and Character Artists

Posted by [Abjab](#) on Mon, 23 Aug 2010 13:47:18 GMT

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Although the offer is really tempting, RenegadeX looks awesome so far (), I have to pass. I have 2 jobs, so I can't dedicate more time on the computer like I use to.

I got bills to pay and its been pretty hard financially passed few years. So most of the time I just play old games now when I got time.

When I left this community 7 years ago, I started writing a Red Alert mod for UT3. Then as I said I had my son and stoped working on it.

But if you ever run into difficulties and need help or some tips, or got any questions, You can PM me here and I'll be glad to give you a hand or try to come up with solutions.

I've been working with Unreal's Engine since Unreal came out in late 90's. I know it well, enough to say the only limit one might have with this engine is his Knowledge and imagination.

Good luck on your project
and keep up the good work !

Abjab

Subject: Re: Renegade X is looking for Coders and Character Artists

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 24 Aug 2010 18:41:37 GMT

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Alright thanks for the kind words.

Subject: Re: Renegade X is looking for Coders and Character Artists

Posted by [reborn](#) on Thu, 26 Aug 2010 07:13:05 GMT

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Abjab wrote on Mon, 23 August 2010 09:47

But if you ever run into difficulties and need help or some tips, or got any questions, You can PM me here and I'll be glad to give you a hand or try to come up with solutions.

Would you consider recreating the tool/plugin that Westwood used that takes the information in the lightscape file along with the w3d file and creates a new w3d file, a wlt file and a series of textures?

Subject: Re: Renegade X is looking for Coders and Character Artists

Posted by [Abjab](#) on Thu, 26 Aug 2010 15:56:14 GMT

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Ok I'll have a look at that, this is old stuff I remember having played with and explained.

But I'm not sure what you need the tool for.

Abjab

Subject: Re: Renegade X is looking for Coders and Character Artists

Posted by [reborn](#) on Thu, 26 Aug 2010 20:55:18 GMT

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To produce proper westwood style light maps would be really kick-ass!

If you had the time to look and this and recreate the tool that done this, it would be excellent!

Subject: Re: Renegade X is looking for Coders and Character Artists

Posted by [Abjab](#) on Fri, 27 Aug 2010 09:05:29 GMT

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reborn wrote on Thu, 26 August 2010 15:55 To produce proper westwood style light maps would be really kick-ass!

If you had the time to look and this and recreate the tool that done this, it would be excellent!

They used Autodesk Lightscape to do the lightmaps, wich is now part of 3dsmax since max5 after Discreet bought Autodesk.

The w3d files holds all prelit multi-pass and multi-texture lightmaps info such as uvw map, the wlt

files holds all lights information. Like light type, pos, fade start - end, ect...

But I don't think recreating the tool to export wlt and w3d is what you'd need here since you gonna use them in UT3 right ?

All you need here is some Artists, that knows about light stuff.

I could Import a full w3d model like mgbar_int_lm001 in max with all prelit materials and lights, as an example.

Or may be I don't get what you mean, let me know.
Abjab

Subject: Re: Renegade X is looking for Coders and Character Artists

Posted by [reborn](#) on Fri, 27 Aug 2010 10:04:22 GMT

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Abjab wrote on Fri, 27 August 2010 05:05

They used Autodesk Lightscape to do the lightmaps, wich is now part of 3dsmax since max5 after Discreet bought Autodesk.

The w3d files holds all prelit multi-pass and multi-texture lightmaps info such as uvw map, the wlt files holds all lights information. Like light type, pos, fade start - end, ect...

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Or may be I don't get what you mean, let me know.
Abjab

This is for renegade/APB/reborn, not UT3. I should of clarified.

Subject: Re: Renegade X is looking for Coders and Character Artists

Posted by [Abjab](#) on Sat, 28 Aug 2010 00:22:23 GMT

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Oh! then enough said here, I'll make new topic.
