r/ridgeracer • 6 mo. ago
LevelWriting

why no fan remakes?

for all the love and nostalgia this series has, im baffled how there are no fan remakes or any attempts of the sort. i feel it would be pretty low effort in comparison to other types of fan remakes that have been made.

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Textilismusic • 6mo ago • Edited 6mo ago

Not to self-promote because I don't want to get banned but I'm working on a game that's directly inspired by this RR series. I love Ridge Racer and I wanted more of it, so instead of waiting endlessly, I decided to give a crack at it. The drift system was the hardest part to recreate, took me a year to figure out and I still have work out a lot of bugs, but if you're interested in wanting to see the test footage you can see for yourself.

I'm aiming for RR7 controllers but with RRT4 visual Aesthetic. I mainly post on Twitter but my development footage is here. The big part was to allow for full 360s but I accomplished that, and after years of playing Ridge Racer I can say just from the feel of it, it's darn pretty close.

https://www.youtube.com/watch?v=p3gZIljs85o

https://www.youtube.com/watch?v=1rICG9G1vuY

https://x.com/Textilismusic/status/1849350112830476793

⊖ ⬆ 17 ⬇   •••

LevelWriting OP • 6mo ago

God speed!

⬆ 6 ⬇   •••

manasword • 6mo ago

Hey @textilismusic this is awesome, I've dreamed of having a go of making a RR style racing game in unity for years I just don't know where to start with the drift mechanic, I guess it's usses a spline system and locks to it, I just don't know how to do it, games I make are 2d and 2.5d games, oh and a 3d platformer, but never made a car controller. .

Can you point me in the right direction to get started with a RR style controller please.

Cheers man

⊖ ⬆ 5 ⬇   •••

Textilismusic • 6mo ago

Well I wont go too far into it because even my system is wonky as all hell, but yes, a spline would work, another approach would be to use the road normals as directions to guide the car at least that's what my friend said. but it's essentially locks the car along a tangent next to the spline. dreamteck splines is an alright package, but I'm sure you can find a better alternative. Some approaches use translating a car along the path, but mine makes use of the physics engine. But you pretty much hit the nail on the head with your own question. There's a reason some people call it rail based drifting, too. Creating the tangent might be the hardest part of it.

⊖ ⬆ 4 ⬇   •••

manasword • 6mo ago

Thanks, just want to give it a try as a useful break form my games :)

⬆ 3 ⬇   •••

JhNTD • 6mo ago

Damn that physics and camera looked pretty close! Insane work, hoping to get to play it one day!

⬆ 3 ⬇   •••

⊕ 1 more reply

BenoitAdam • 6mo ago

Keep posting about it regulary in various place and try to make an easy access asap.

You can sell that 20$ no problem

Music is great.

⊖ ⬆ 3 ⬇   •••

quite some time, but hope to release it in the future,

— 3 — ...

BenoitAdam · 6mo ago

I think you can achieve this. BallisticNG and that F-Zero X clone got good appreciation.

Just try to develop most important thing yourself and don't count too much on others.

I have a friend trying to make his own game in Freelance as a project manager (and not as a dev), and he's struggling for about 10 years...

⌃ 2 ⌄ ...

Fiarre MOD · 6mo ago

Looks awesome!

You don't need to worry about the self-promotion rule on something like this. You're good to post videos, screenshots, dev logs, etc to the sub if you want. Looking forward to seeing how this turns out!

— 2 — ...

Textilismusic · 6mo ago

Thanks so much, I was going to post an update on all the completed cars in my game on the PS1 graphics subreddit. All though I'm not sure what to title the post as. It will probably be something like. Here's a ___ from my game Blow, a Ridge Racer Inspired indie game I'm currently developing. I make new cars on the regular, and there's going to be a lot of them, but I promise not to just flood the post, just an update here and there. 📣

⌃ 1 ⌄ ...

i_have_no_smart · 6mo ago

Is there a steam page? I'd love to wishlist this immediately!!!

⌃ 1 ⌄ ...

distarche · 6mo ago

I'd say it's a pretty niche series, especially nowadays

There's a guy decompiling R4 so when that happens we could have a semi remaster of it

— 4 — ...

isamu999 · 6mo ago

????

Please tell us more? Who's the guy and can you post some links(discord, X, etc)?

⌃ 2 ⌄ ...

⊕ 2 more replies

Tomani02 · 6mo ago

I'm kinda planning/learning about game engines, give me some time.

— 3 — ...

LevelWriting OP · 6mo ago

Take all time you need and keep us updated!

— 2 — ...

Tomani02 · 6mo ago

Thanks, I'm an absolute beginner on this kinda stuff so motivation is appreciated.
Currently I'm debating myself on whether to use a commercial engine or take advantage of the learning process and try to write my own with custom physics

— 2 — ...

Textilismusic · 6mo ago

Use a commercial engine, like unity. That's what I use, or Godot, although resources for Godot may be hard to come across. You will still learn plenty coding the game itself and just exposure. programming in unity is relatively easy too because visual studio can be integrated with unity, so all the engine specific functions that take place inside the engine, show up when you try to type them. There's autocomplete which isn't perfect but helps when writing fields, or similar functions. There's no point in adding more headache to gamedev making a custom engine, especially as a beginner. if you want to try and learn working with an engine. look up unity pathways courses, it's free and helps you learn and get oriented with the engine. I'm a unity user, started back in Jan 2023, you can learn a lot in a year if you stick to a goal. Wishing you luck, mate! 😃👍

— 3 — ...

Tomani02 · 6mo ago

I'm currently a Computer Engineering student so my goal is to make a game with some sort of game with physics and vehicle dynamics simulation and write a thesis based on it. That's why I was thinking about implementing some sort of custom made engine...

⬆ 2 ⬇ ...

➕ 1 more reply

BenoitAdam · 6mo ago

I made a lot of level on source engine and a little bit on Unity (For Ballistic NG, the wipeout remake)

Making level is simple, maybe you should try to help Textilis (up in this thread) by making some level

⬆ 2 ⬇ ...

Obscevator · 6mo ago

Well i've been waiting for a 60fps 4k remake of RR TYPE4. i mean the fan intros are amazing.. if only they would make a remake.. Oh RR7 would suit me as well..

MoonboiGT made one of the best:

https://youtu.be/I07PZF7-GtA?si=tHfeLpIv4Ds--XjB

⬆ 3 ⬇ ...

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r/feedthebeast · 9 mo. ago

why has no one made a fan remake or an update of evil Minecraft ? (not evilcraft)

2 comments

---

r/elo · 3 mo. ago

Nostalgia for something I never had

102 upvotes · 7 comments

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r/jakeandamir · 4 mo. ago

NOOO

86 upvotes · 22 comments

---

r/TMNT2012 · 3 mo. ago

I Couldn't Resist

146 upvotes · 13 comments

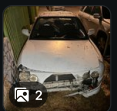r/NightInTheWoods · 9 mo. ago

what did they do now?

614 upvotes · 13 comments

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r/Integra · 3 mo. ago

WE ARE BACK BABY

161 upvotes · 12 comments

---

r/Tsukihime · 7 mo. ago

Remake or Original?

31 upvotes · 52 comments

---

r/CookingCircleJerk · 5 mo. ago

What Did I Do To Cause This?

75 upvotes · 39 comments

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r/BlackMythWukong · 9 mo. ago

Why so many fanboys?

Sigh

47 upvotes · 51 comments

r/badfoodporn · 3 mo. ago

Paid for this

320 upvotes · 121 comments

r/HawaiiFood · 8 mo. ago

Look at this abomination

24 upvotes · 8 comments

r/sbubby · 1 yr. ago

damn this sequel goes crazy

459 upvotes · 9 comments

r/Medabot · 8 mo. ago

It needs a comeback.

30 upvotes · 8 comments

r/discdyeing · 4 mo. ago

Oh no

41 upvotes · 9 comments

r/badfoodporn · 6 mo. ago

⚠ SPOILER

I don't know what you guys are talking about

40 upvotes · 23 comments

r/bookporn · 4 mo. ago

Nostalgic classic

24 upvotes · 6 comments

r/OculusQuest · 6 mo. ago

Why are there no sequels for some amazing games?

2 upvotes · 9 comments

r/dishonored · 6 mo. ago

Has anyone made any fan mods of Dunwall?

7 upvotes · 1 comment

r/MLPLounge · 7 mo. ago

More Nostalgia

209 upvotes · 6 comments

r/screaming · 6 mo. ago

Finally

57 upvotes · 9 comments

r/SunKenji · 6 mo. ago

My sincerest apologies

Are there any animation collabs in the fandom?

2 upvotes · 1 comment

r/TMNT2012 · 8 mo. ago

found this gem

161 upvotes · 7 comments

r/Spyro · 9 mo. ago

Does anyone know of good spyro fan games?

4 upvotes · 1 comment

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