



1984

S.T.A.L.K.E.R.: Call of Pripjat mod | TBD

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"1984" - the old-school atmosphere spin-off for the original GSC's Stalker universe. An adventure mod with the elements of exploration and analysis, with deep immersion in the spirit of the good old USSR era.

5 steps.

We need your support stalkers. This is 5 steps to make connections between stalker community, gamers and 1984 universe.

Posted by [DanielsVK](#) on Apr 12th, 2019

5. Technical issues.

We are very small team, 90 percent of the models and all levels are made by us from scratch. We also use hundreds of new textures to achieve the result of which we want to achieve. This is two years of static work, sleepless nights and hundreds of trials and errors, schemes, experiments, and fictions. The mod does not make itself and this is not a miracle that is happening by itself. Few words about question "What does it make different from Lost Alpha (charismatic)"?

LA based on games resources with a minimum of innovations. These are all the same levels and story that is made in the walls of GSC office.

But we are making an new world with strong smell of original S.T.A.L.K.E.R. - Oblivion Lost and strong stalker roots. 1984 huge and very ambitious project. Our level of detalization is even higher than the original game.

We have the most severe technical limitations, for example, assembling and final works on a levels occurs on and athlon processor x420. This machine is more than 10 years old. It's a miracle that it works. The mod is based entirely on this. But we are moving forward, cause 1984 must be completed at all costs, no matter the obstacles.

4. Why do we work on ancient x-ray engine.

There is a rumor in a stalker modders community: "X-ray is a Devil..."

It is necessary to take into account that the stalker platform, the x-ray engine is antiques which is very difficult to manage. It has bugs, constant surprises, but also it works 10,000 times slower than any modern engine. It easily delete files from hd, sdk disappears, what worked yesterday at morning stops working for unknown reasons.

If you want to add something to the map, say just "ONE" object, you need to re-assemble all the level, sometimes this process takes up for two weeks, I mean level compile. For example, on the UE, this can be done in a few seconds. Feel the difference? 300 hours of waiting vs 1 second.

Even GSC full big office with very talented people works 5 years on game, we now going their path almost completely. We making all: new musics, new sounds, new models and so on.

Considering which ancient hardware we have to work on now, we still haven't been able to compile the locations at maximum settings, although you see very high quality pictures, imagine what we can achieve with all the power and time! We still never seen max setting with our own eyes.

Despite the resistance from the engine, we still continue. We use the deferred lighting model to achieve the maximum immersive effect, we add lightmaps wherever we need it, it wasn't done even by GSC, it's hard experimental work that no one does at all when creating mod. We also change and modify the engine for this to make the picture more lively and atmospheric. 1984 is based on Static Lighting - this is a general line.

However we believe that the x-ray engine can still clash with the most modern engines. Imagine the picture is not 1280x1024, but for example 1440p! Large broad plans! We are dreaming about how to increase our capabilities, and maybe in the future we will be able to fasten an improved dynamic render with all its advantages, as a bonus.

3. Our goals are clear and objectives are defined.

To realize what we want, to expand and multiply the universe of the old good stalker who will die sooner or later, when we ourselves probably die, until then we will do the mods, because we love S.T.A.L.K.E.R. games. We have no big hopes for Stalker 2, times have changed and the studios are just doing their job in comfort, it's hardly worth counting on something extraordinary, especially considering what stalker 2 will do on the Unreal engine. Look at Metro Exodus it's just a corridor shooter, this is what the studios going to sell us! Anyway, we still have something to say in the old good stalker universe. The original game still has gunpowder and we know how to charge it! P!alout guns suck, Stalker 2 gonna have right.)

2. Donations, Patreon campaign.

We try not to spoil the mod, although it is difficult. And we try not to show the most interesting things, so that you can explore and discover the world of 1984 one by one. We came up with a lot of interesting things for you, give us a chance to realize everything we want and you will be only happy, and we will contribute to the development of modding and the universe of Oblivion Lost. We see people getting thousands of dollars in donations just because they are just playing a game online, for example. I saw a broadcast with my own eyes where the dude just fished and ate a hamburger and he got hundreds of dollars a second for it. We are doing much more interesting and complex things. World has changed, we cant do it for free physically anymore because we need more time and more capabilities. Monstrous fatigue accumulates, every stalker modder know that...)

We want to make "1984" it's a toughie. And here you guys have to come into the game, we have no one else to hope for. It is necessary to lean heavily as it should. We are with you from 2017, and we are not going to leave.

So stop hating our Patreon campaign! This is not a joke and this is a part of the dev-process which just need to be done!

We have 180 subscribers on moddb and hundreds on other resources, even everyone going to send a 1\$ we can easily buy a new processor, or videocard or hard drive and so on. 1\$ IS NOTHING for 1 man, but if you make a million it became a great power. The power is to unite! We are expanding about 200-300\$ for the beginning. 200 people, it's just nothing, so simple!

Exodus earns million dollars, and what? So we need an investor for expanding our work. We also appeal to those who understand what the development of such a project is and understand our situation and the work done and how difficult it is.

Give us a chance to reach our full potential and you will not regret it.

1. Faith and trust. Simple communications. We speak honestly and openly.

We constantly hear such phrases "We cheer for you...", or "Let's guys push, we believe in you...", and so on. Thank you of course.

But the times when it worked ran out somewhere in 2011-2012. Now, in order to do something new, and not endless running around from Escape and Sidorovich, the years away need much more knowledge, effort, patience and finally resources. You need to be professional. We have almost everything.

So to complete the mod with giant new map and story which everybody gonna like, you need to BELIEVE. And WE need to buy time and technicals. Do not waste your time, lets do it quick and we can switch to sequel!

Remember we making whole new spin-off, with totally new characters and adventures. For x-ray engine this would be just part of modding. Our Patreon page become the assemblage point, we had a little curved start, cause it's fully experimental but we need real support. But now we know how we want to do it and how it will be better for everyone.

Moddb will always be our main and front page, all news will be published here for everyone. Now our broadcast will be more open, as the development process will be more open to the fans. But now it's your turn. A new era is coming. By the way, Patreon is actually a very cool thing, this is best platform for such a projects and it also new era instrument. Nobody going to support advance modding, besides player! Patreon is a miracle, you just need to understand the principle of interaction. I think in the future almost everyone can have such a page and it will work. People unite around the most incredible things.

That's all for now. Thanks for your attention. Subscribe and support! Spread this info with your friends, social networks, groups and publics on a stalker theme. I know that many are waiting for release, but you must understand that we do not want to make a dummy. We working hard.

[Patreon 1984. Subscribe and support!](#)

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