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Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Tue, 24 Dec 2002 02:54:00 GMT

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Just my 2 cents: I would like to see them released. No, I am not a major map maker, but I am trying to learn how to use the tools to the best of my ability. I search several hours daily just for new and interesting ideas to put forth into the maps that I am working on. Just recently I completed my first map (gmax file only, for some reason win2k pro crashes when i try and texture) I have been doing research and trying new ideas with gmax, 3ds max, rhino, bryce, poser, Autocad 2k2, and maya just to get a feel for which program i prefer using. So far I prefer Maya over 3ds or any other program I have used, but back to the point. The whole debate over not alot of people mapping or modding has been the lack of localized information to work with. Alone in my efforts to gather intel, I have gathered over 6gb of textures, 27gb of usable meshes and models, 1.6gb of tutorials, and a very large headache trying to categorize and place everything into a library on my server. I have respect for Aircraftkiller, Dante, and unnamed others for the work they have done and the time they have put forth into keeping a great game alive. I honestly dont see why not publish them, but then again its a personal preference on if you decide to or not. I would personally like to see them published.

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