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Subject: Need Staff

Posted by [htmlgod](#) on Sun, 30 Jan 2005 12:48:59 GMT

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If you want to start a mod, the best thing to do is learn to model/texture yourself, and then begin production. People will be reluctant to join your team until they see that you are serious about what you're doing, and determined to do it, even alone if necessary. But in any case, there aren't very many recruitable modders left in this community; the few people that do have the talent and desire to work on mods already are. If you want to make a mod, you should shift your focus to a different game, or plan on making a mod that can be completed by one person.

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