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Subject: TD based tiberium models

Posted by [Dante](#) on Sun, 13 Apr 2003 22:03:43 GMT

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ok, in acks defense, i saw what he had to work with, hell i made it a .gmax for him... thing is, it needed ALOT of work via the texturing, the meshes needed alot of re aligning, some of the tunnels needed a rebuild, all of the buildings had to be hand placed, etc...

it isn't easy

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