
Subject: What was this in Tiberium Dawn?
Posted by [Aircraftkiller](#) on Wed, 06 Apr 2005 18:52:55 GMT
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I can only speculate?

From: Joseph Hewitt <e-mail@youwontget.com>
To: JDH <jholmes@earthlink.net>
Subject: RE: C&C artwork
Date: Tue, 16 Nov 2004 09:55:14 +1000

I did lead various teams of artist doing 3D work, but more in a creative director role. Guiding the 3D movie guys to build their stuff along the lines of what the designers needed for the game. "Yes, I understand that it looks better that way, but it needs to look this way to actually work in the game."

The actual artwork I did was creation of all the terrain tile sets and converting rendered art into 2D artwork for the game. For example I would render out the buildings at a certain angle, take them into Deluxe Paint (It allowed better control over the palette than something like Photoshop) and clean it up, animate the various stages (or clean up the animations that were rendered), add damage stages and so on.
