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Subject: Re: Old weapon models...

Posted by [JasonKnight](#) on Fri, 13 Apr 2007 18:35:49 GMT

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I dont think you can, this looks more like a cinimatic then gameplay. If i recall they were thinking about doing cinimatics seperate instead but then chose to just use there standard models and added characters with teeth lol.. still cant belive how odd that looked the first time I saw it.

[quote title=sharra wrote on Wed, 11 April 2007 14:05]

i mean if you want a lil more proof that its a cinimatic look at the tiberium crystals that nod soilders are standing in. never seen that in the beta screebshots of gameplay

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