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Subject: Re: System Shock humanoid mutant maquette

Posted by [flyingfox](#) on Sat, 26 Apr 2008 18:42:46 GMT

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it's very good. I see you have all the documentation on it written up, cool.

A bit off topic: I'm a little surprised you went for this course. I always thought you'd go down the game developer's path, and end up working for a company making maps and models. I suppose it isn't out of the question given your experience.

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