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Subject: Re: The Brotherhood Awakens

Posted by [Stau](#) on Tue, 16 Sep 2008 20:24:22 GMT

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Nothing is final. We wanted to get stuff moving though so we chose a design direction and rolled with it. These textures will (probably) mostly be used atleast for the first release. What happens afterwards.. i dunno.

It wouldn't be a problem if we had any real texture artists though. Unfortunately, we don't.

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