

---

Subject: Re: The Brotherhood Awakens

Posted by [Renardin6](#) on Mon, 29 Sep 2008 07:35:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

StauDe wrote on Tue, 16 September 2008 15:24 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.

I can see that. And I doubt you find someone to work on a W3d mod (expecially Texture artist).

---