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Subject: Re: The Brotherhood Awakens

Posted by [Staude](#) on Fri, 24 Oct 2008 15:19:49 GMT

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Renardin6 wrote on Mon, 29 September 2008 08:35Staude wrote on Tue, 16 September 2008 15:24Nothing 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).

lol. Well.. That's pretty much how it is. So it's going to improve with me.

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