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Subject: Re: [Model Replacement] Nod Advanced Tiberium Refinery Interior :P  
Posted by [JsxKeule](#) on Thu, 23 Apr 2009 08:22:25 GMT

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Goztow wrote on Thu, 23 April 2009 10:16 From a realistic point of view, it doesn't make sense to put a breakable window near Tiberium (which is very toxic)...

From an artistic POV: great work!

hmm yeah your right  
but have you ever seen glass that can fly

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### File Attachments

1) [ref\\_glass.JPG](#), downloaded 372 times

1

2

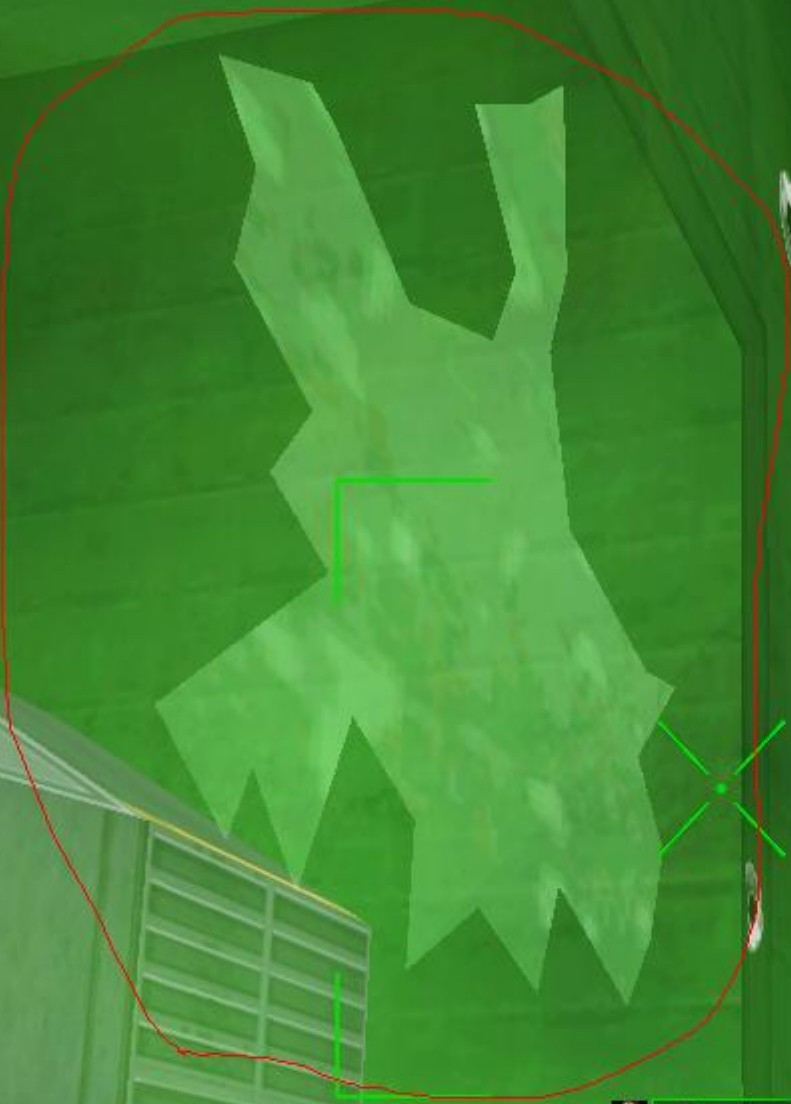
3

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Tiberium Refinery

Z



150



100