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Subject: Re: Nod Turret

Posted by [Taz](#) on Tue, 17 Jan 2012 13:21:43 GMT

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The gun barrel looks like concrete.

The bolts on the turret head look out of place to me

And I agree with the comments on the graffiti.

I know youre going for the TD cutscene colors, but imo that works out badly. They need more contrast/saturation with more blacks.

Something like this.

Otherwise, nice job

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