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Subject: Re: C&C\_Nodewar :: WIP

Posted by [Aircraftkiller](#) on Tue, 13 Mar 2012 14:52:33 GMT

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This terrain isn't anything close to the level of professionalism and art style found in concept art. The point of pre-development is to flesh out the concept, not to rush through a map design with bad visuals. You may wish to research what you're typing about before you continue to post inane garbage.

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