
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 06 Apr 2012 02:30:33 GMT
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There is renewed hope. abcd5799 has joined and is working on the guard tower (currently WIP)

And remember that we're looking for all of the following: *= Accepting ***=Need Desperately # = Not Accepting at this time

3D Artists: Buildings, Weapons, Characters, Vehicles. ***

3D Unwrappers: Getting the models ready for texturing. #

Texture Artists: Texturing the unwrapped models. #

Animators/Riggers: Basically, making it so that the models will work on the Unreal Engine. #

Engine Programmers: Making sure that everything works right. *

Concept Artists: 2D Drawings for the 3D Artists to base their work on. ***

Logo/Promotional Artists: Logos for the game and company, and posters to attract new followers and members. *

Website Designers: We need a new website to post ideas, updates, and accept new members.

Mappers: Putting it all together. Should be able to work with textures and models, and know how to use the UDK map maker, or any other map maker that will work on the Unreal Engine.#

Sound Designers: Vehicle, Weapon, and Ambient sounds. ***

These positions are not paid, however, joining could be a great opportunity to work with a team, improve your ability, and have something to show others when applying for their team.

If you're interested, message me here, apply on our website www.firestormproductions.org/board or email me at Bfranx1994@hotmail.com
