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Subject: Re: Tiberian Dawn: The First Strike

Posted by [Aircraftkiller](#) on Tue, 31 Jul 2012 22:57:32 GMT

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So what's the point of showing off high-poly models that you won't even use in UDK? Assuming the guy who created that geometry knows how to bake it out to a low-res version by retopologizing, it's still pointless to show it without textures and a wireframe shot.

I really don't get where you're going with this mod/game you're working on. The assets are so haphazardly put together. It's patently obvious that you're using several different art styles for the models you're working with, and none of it will mesh together at all.

If you really want to do this, I highly suggest recruiting an actual team before you spam up forums about this project.

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