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Subject: Re: Tiberian Dawn: The First Strike  
Posted by [Aircraftkiller](#) on Wed, 01 Aug 2012 15:20:48 GMT  
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Showing off a high-poly model that won't be put in UDK, doesn't know what retopologizing is, takes "donated" models... Won't accept valid criticism... This game design thing doesn't seem to be your forte, sir.

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