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Subject: Re: Tiberian Dawn: The First Strike

Posted by [Generalcamo](#) on Wed, 01 Aug 2012 15:31:01 GMT

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1. You missed the ENTIRE point of the post. He said "Why are you showing these models when you are not even going to use them," not "Why are you showing us these models? They suck."

2. Your mod has no Creative Direction. Each asset is COMPLETELY different in art style from another. As such, when the models are actually ingame, it will look terrible.

3. Really? Show us your "team." You better have at least the following:

A 3d artist (Taking assets from other mods unless you have their 3d artist on your team is a TERRIBLE idea)

An Environmental Artist

A Character Artist

An Animator

A 2d Artist

A Programmer

If you are missing one or more of these people, then your mod will never get out of the concept/planning stages.

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