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Subject: Re: Tiberian Dawn: The First Strike  
Posted by [Bfranx](#) on Wed, 01 Aug 2012 18:09:33 GMT  
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aircraftkiller wrote on Wed, 01 August 2012 08:20 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.

It's not like the low poly is going to be a box or something, they look pretty much the same, if i hadn't said anything noone would have known. You didn't talk about retopologizing and I didn't make the model, Yes i take "donated" models, its a kind gesture and its helpful as well. I will accept valid criticism but you never once said anything about what I did, you only focused on what I didn't do, it seems to be rather biased criticism to me. And no, its not my forte and i dont expect it to be.

generalcamo wrote on Wed, 01 August 2012 08:31. 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.

1. It's not like the low poly model is going to be completely indistinguishable, if i didn't tell you it was the high poly you wouldn't have been the wiser when the low poly was textured.

2. What models, the only model on our indiedb that we've worked on is the m2, the other four were a donation, they have to be reworked because yes, we are aware they will not look right.

3. 3D Artists: Rastko Tojagic, Kristian Marinov (It's better to have a base to work with than to start from the ground up, and you never look a gift horse in the mouth anyway)

Environmental Artist: We don't have one

Character Artist: We had one, but he left

Animator: Deepak Dangwal

Concept Artist: Filip Radulescu

Texture Artist: Alexis List

Programmer: We had two, but they left because they didnt have very much to work with.

We're working in stages, first we finish the models, then we start making maps and programming.

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