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Subject: Re: Tiberian Dawn: The First Strike

Posted by [Aircraftkiller](#) on Wed, 01 Aug 2012 20:07:47 GMT

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You know, it's pointless giving you advice because you obviously don't want to take it. If all you're here to do is show off a mod that's made absolutely no real progress, well, here's a hint: Anyone who touches a 3D program can model; people who can paint their models and rig them are far more difficult to find.

You've been working on this mod/game for over a year and have very little to show for it, except for some mismatched model aesthetics due to them being "donated" to you. If you want to brush off my advice, that's fine. I've only been doing this for 10 years, studied game design for four years, and work full time in simulation - I clearly have no fucking clue here.

Good luck with your mod/game. You will definitely need a lot of it to get past the "show untextured models" stage.

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