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Subject: Re: Tiberian Dawn: The First Strike  
Posted by [Bfranx](#) on Mon, 15 Oct 2012 23:44:16 GMT  
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Well the building has no doors or security lamps in the reference material, but I do agree the proportions are off, I noticed it as soon as I posted it. As for grime or dirt, I was hoping for more of a "bright and shiny future" look to it. I'll definitely have him tweak the model some more. Excellent points as always, thanks for the advice and the building picture, maybe it will give him a good idea.

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