
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Mon, 03 Feb 2014 06:05:10 GMT
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So I want to find someone who can import our models into the UDK and decide if the poly counts are acceptable. I also need someone who knows how large the texture maps should be.

I'm not entirely sure what specific job title I'm asking for, can you guys help me out?
