
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Ethenal](#) on Thu, 17 Apr 2014 20:32:48 GMT
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Regardless of some of his wording Xpert does more or less have a point: you're not likely to get much of an audience with this mod, so you might as well just make it to please yourself and your compatriots. Not to mention, if you make some really good assets that most certainly counts as "experience" you could present to potential employers if you wanted to apply as a 3D artist or something similar.
