
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Mon, 21 Apr 2014 17:09:14 GMT
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Polycount isn't "one resource" you nitwit. It's a community of professional 3D artists, concept artists, texture artists, animators, etc. It's a think tank. If you're going to dismiss it that easily, I don't think making anything for any game is your strong suit
