
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranz](#) on Sat, 14 Jun 2014 19:25:46 GMT
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liquidv2 wrote on Fri, 13 June 2014 13:05it's painfully obvious you can't see the big picture rather than dismissing everything they're saying, consider it for a moment

what have you come up with in over 4 years of this? you said you're spending your free time, yet no one is sure what you yourself are actually doing
you laid out some simple ideas that have not advanced, have no clear direction or goal, and have next to no chance of making any impact whatsoever - the fact that you're still "continuing" on is mind-boggling, to say the least

with that being said, i look forward to seeing where this project is at in 2018

Look, I'm sorry about how long this is taking. Everyone on the team is a volunteer and they have obligations to more than just this project. The models would have been ready years ago if anyone would have just stuck around and finished what they started.

They get close to finishing the models and then decide to stop just before they're done. I'm not paying them anything so I can't stop them, all I can do is try to keep up interest in the project and move on.

I repost the job ads, get more modelers, and get a few more models worked on, but then the process repeats itself.

Take, for example, the modeler who was just working on the Airstrip, Advanced Power Plant, Chain-link barrier, and Advanced Guard Tower (He chose to work on that many models, if anyone was wondering). He had just finished the AGT and had nearly finished the other three but then he decided to take a break from 3D modeling because of things going on in his life.

So now I have a finished AGT that will be textured, but three other models that are still unfinished.

I have three other modelers who are coming close to finishing their respective buildings (Temple, Silo, Weapons Factory) and it looks like they're going to actually finish them. So hopefully I can actually put together something for an update.

I don't understand why everyone keeps saying that there's no direction or goal. I've stated my goal clearly, several times.

I just came here hoping to find help from people that know stuff about Command & Conquer, and I'm sorry if this project is more of a burden to the forum than anything else, but I'd like to think someone out there actually cares enough about a project like this to support it.

Everyone says that there have been several games like mine that just threw up a couple of pictures and then fell apart, so why is it so wrong for me to stick with this?

I'm trying the best that I can with what I know, and all I wanted was some volunteers, or useful

advice or something to help.

If you guys really don't care at all about this project or the idea behind it, and have no interest in helping it in any way, shape, or form, then I can just leave if that's what you want.

But if this does interest someone, anyone out there, please say something.
