
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Mon, 16 Jun 2014 05:05:35 GMT
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If you don't have artists with an artistic eye, you have technicians reproducing what they see in old blurry renders from when 3DS Max was still run in DOS

If you aren't interested in doing the work yourself, you've already failed

You should seriously pack this up and admit that you're done. There's no shame in failing. Everyone does it. Go do what you're good at: focus on medical school instead
