
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Mon, 16 Jun 2014 17:37:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

My trolling is all good natured, I don't hate you. I'm not posting this to shit on your dreams. All I'm telling you is what Polycount was trying to get across to you before you gave up and moved on.

The reason nobody from PC helped is the same reason why you're having difficulties finding dedicated, professional artists - the body of work isn't there

Right now, I'm building the town of Night Vale from <http://www.commonplacebooks.com> in Unreal, and I'm not showing it to anyone but some friends on Facebook until I'm convinced that I could possibly get other people to help make a Night Vale game a reality - but to do that, I have to spend a lot of my personal time making professional art pieces before anyone would even consider helping out

I think you'd be best served letting it go and focusing on medical school. Game development isn't for everyone. It's a lot of stress and requires a lot of effort on the part of everyone working on a project
