
Subject: Re: Tiberian Dawn: The First Strike

Posted by [N1warhead](#) on Thu, 20 Nov 2014 09:17:16 GMT

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Bfranx -

Dude, quit counting on other people to do the dirty work.

This mod or whatever you want to call it will never be more than a couple images that have no use to anything. That barracks, needs A LOT of work, why is it such low quality when you're using "Unreal" Engine, didn't you know you can make Xbox One and PS4 Graphics with it?

Your models look almost PS1 quality, or whoever made them. Tell them to get better or they are *fired* because you need to either suck it up and do it your self or find A) someone who's really dedicated to it or B) Hire Someone, make a new name for game and sell it.

I don't understand these people that remake games on an engine that allows you to SELL your games, freaking get a crew together, make a game that plays like renegade and slap a new name on it and make bank.

Is it really that hard to understand?

Mods are almost useless now'a days when you got stuff like Unreal Engine, Unity3D, Cryengine that allow making games and selling them, mods were good back in the day as it could help land you a job.

But now that we have the said engines above, now you have to prove your self to the real world that you can do it from scratch, at least to a point.

I mean it's not really that hard man.
