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Subject: Re: Tiberian Dawn: The First Strike  
Posted by [Bfranx](#) on Fri, 21 Nov 2014 18:39:35 GMT  
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Xpert wrote on Thu, 20 November 2014 13:16Bfranx wrote on Thu, 20 November 2014 11:13  
5) Stop telling me to learn how to model and texture. I am dedicating the majority of my time to my college studies. My future medical career is far more important to me than this project.

Then stop working on it and dump it you fucking delusional retard. For someone who studies for something in the medical area, you lack fucking common sense.

Ah, another one of these posts, lovely.

It seems to me as though you believe that I'm wasting my life on this project, when in reality I'm dedicating a surprisingly small amount of time to it.

It takes less than an hour to contact everyone and make sure that everything is going smoothly. If something isn't going smoothly, it make take up to a half an hour to get everything sorted out.

If this project is something that I want to see to completion, and I can contribute to it without wasting a large majority of my time, then why not contribute to it?

I fail to see how I am a "delusional retard" in this situation. Your inane comments only serve to demonstrate your lack of vocabulary and fail to add any sense of legitimacy to your argument.

N1warhead wrote on Thu, 20 November 2014 14:21Bfranx wrote on Thu, 20 November 2014 09:13Reading doesn't seem to be a strongpoint for any of you, does it? I've addressed all of these things in previous posts and yet you continue to bring them up.

Allow me to address them again. PLEASE, take the time to actually read them.

- 1) The Barracks looks the way that it does because I mistakenly thought that 1024x1024 was the appropriate texture size when it was in fact combinations of 2048 and 4096. As I've said before, it will be corrected.
- 2) This is not a mod. It hasn't been a mod since September 22 of 2010. Please stop calling it a mod.
- 3) I do not plan on making this into a game that I can sell. This is meant to be a free game for C&C fans and it is going to stay that way.
- 4) I assure you that our models are not the issue. The texture (or lack thereof in some instances) is to blame for the lackluster quality.
- 5) Stop telling me to learn how to model and texture. I am dedicating the majority of my time to my college studies. My future medical career is far more important to me than this project.

I believe that covers most of everything. Hopefully we can move on.

The texture size has almost nothing to do with it, it might show a bit more \*Textured\* detail, but I don't see any Shaders on it other than Diffuse, I don't see any normal maps, displacement maps,

or vector displacement maps (if Unreal supports) them.

All you have is like a 50 poly barracks.  
(figure of speech).

With Unreal you can substitute more polys than you could 10 years ago. Therefore add a lot more detail to your stuff.

Well the render I posted was a WIP. The Texture Artist who was working on it left the team, and I wanted to get a fresh perspective from an outside source before picking it up again.

The polycount is one issue on the list of changes that I have planned for this model, and I plan to address all of those changes when the 3D Artist working on it finally gets back.