
Subject: Tiberium Desolation now recruiting!!

Posted by [Titan_HQ](#) on Mon, 03 Apr 2006 14:50:49 GMT

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Im recruiting mambers for my mod team. I hope that over time all the positions can be filled but for now i need some one who can make models in Gmax or any 3d modelling software as long as they can be converted into Gmax format

Here is a list of all of the open positions.

webmaster (filled)

coder

weapon modeller

weapon skinner

weapon animator

unit modeller

unit animator

unit skinner

character modeller

character animator

character skinner

Mapper

for noe this is all i need if you can do one or more of these things then send me an email
monkey_toes90@hotmail.co.uk
