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Subject: My textured model of the tiberium sponge  
Posted by [Anonymous](#) on Sun, 23 Feb 2003 21:45:00 GMT  
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I was not satisfied with ack's model of the tiberium sponge, so I made my own. The texture of the crystals might look wierd because no one gave me the right texture. I had to use xcc to extract the sponge skin then edit it with paint. I made it from memory of the tiberium in the intro of TD. PNG is the only format that has bmp quality but smaller. They're about 300 KB. What the model looks like: <http://home.1asphost.com/dead4ayear2/s1.PNG> What I think it should look like when used in a map: <http://home.1asphost.com/dead4ayear2/s2.PNG>

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