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Subject: Re: C&C Arid

Posted by [Naamloos](#) on Sat, 19 Aug 2006 21:47:00 GMT

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I noticed you modelled the interiors of the ruins (pyramid and that blocked-off tunnel near the silo's), but you didnt make the accesable? Thats a waste tbh.

Also, don't be afraid to use some more poly's for the mountains/cliffs, those dont have a lot of detail.

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