
Subject: Original Nod Tiberium Harvester rendering
Posted by [NeoSaber](#) on Tue, 04 Mar 2003 00:29:52 GMT
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The detail on the front of it is good, but the edges of the wheel seem to be larger than the wheel itself. Is that intentional?

It's hard to give an opinion because the angle of the image prevents me from seeing the entire harvester. From what I can see it has great detail. The back could look like crap though, I can't tell from that image.
