
Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [Madtone](#) on Wed, 02 Jul 2003 02:46:53 GMT
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Spartnllwow...thankx Npsmith =O)...i really appreciate you doing that, you didn't have to
and thankx for all the compliments on the models guys =O)
the polycount of them all are around 3000

also guys i could REALLY REALLY use some advice on how the following units should look...

Nod Rocket Soldier
Nod Engineer
GDI Engineer

Also do you all think that the jump jet infantry for GDI should look different besides the pack on his
back?

i would really appreciate some 2d art of them if someone gets bored =O)

Well i think for the Jump Jet guy, have him a bit thinner maybe, lanky is the term i would use....

Also give him a cool stylish sleek aerodynamic helmet
