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Subject: Re: Scud Storm mod

Posted by [Genesis2001](#) on Wed, 12 Sep 2007 04:54:47 GMT

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NX01class wrote on Tue, 11 September 2007 18:58 External Building Modeler

Internal Building Modeler

Vehicle Modeler

Infantry Modeler

Texture artist

Mapper

We don't really need an Internals Building Modeler since we have the I33t internals designer Merovingian. Building externals, vehicle modeling, and infantry modeling are what we need at this time. But we'll take what we can get

-MathK1LL

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