
Subject: Re: Tiberium

Posted by [cpjok](#) on Wed, 26 Dec 2007 01:42:43 GMT

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It's Possible but Dont Know How to Model Yet soon hopefully can be a good modeler

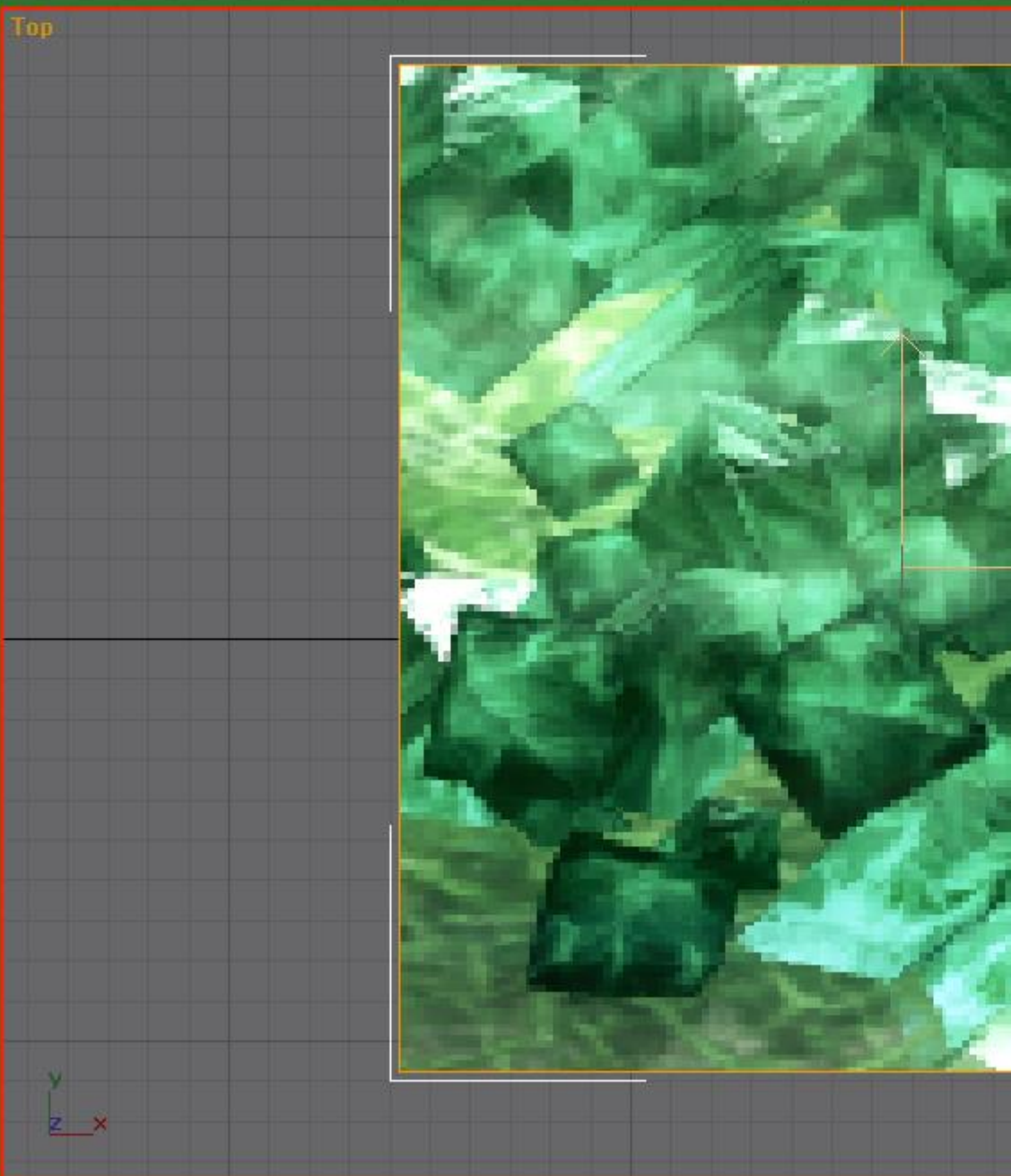
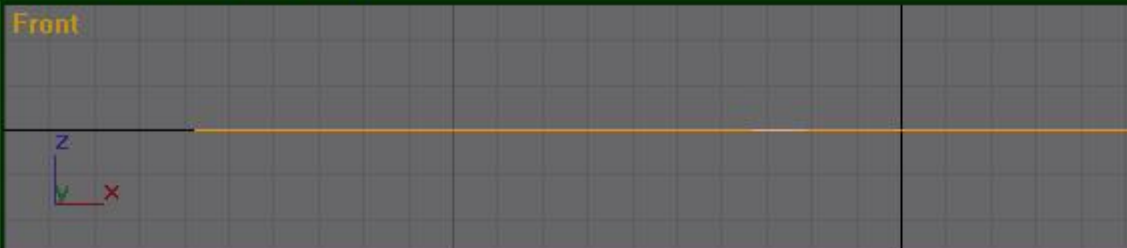
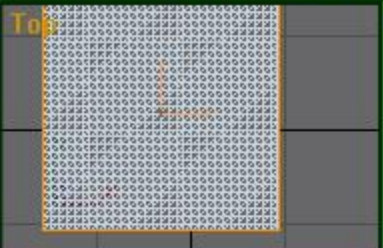
somet like this. this is a flat version of it

File Attachments

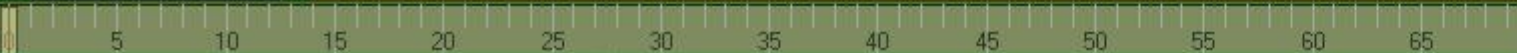
1) [Flat.JPG](#), downloaded 828 times



Objects Shapes Compounds Lights & Cameras Helpers Modifiers Modeling



< 0 / 100 >



1 Object Selected